ARMED TO THE TEETH...

SINCLAIR user

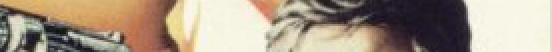
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SIDE WIZE

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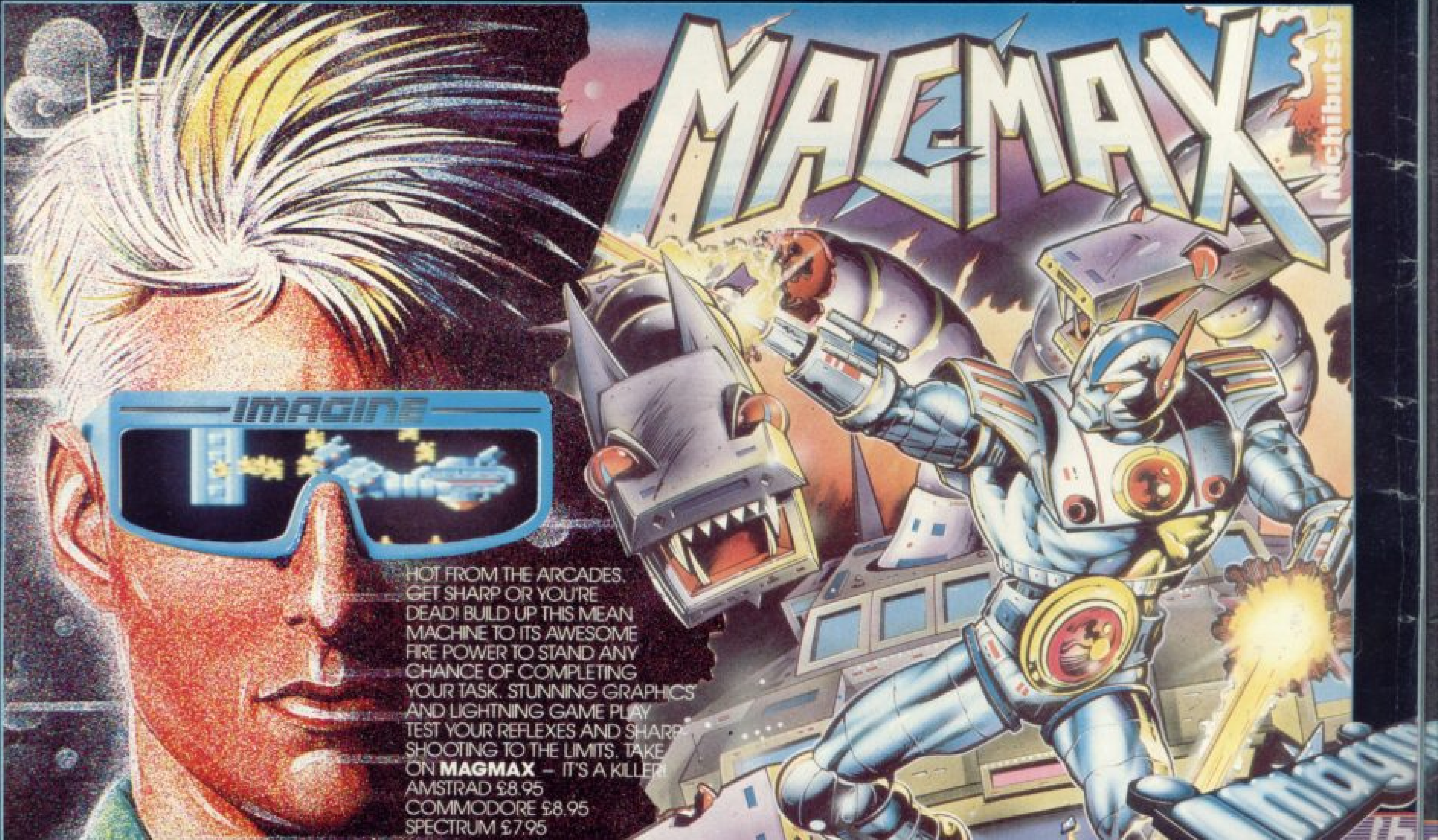
MORE REVIEWS THAN EVER BEFORE

STIFFLIP & CO ● DEATH WISH III ● GAME OVER

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Telephone
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SOFTWARE

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COMPILATIONS



▲ DEATH WISH III



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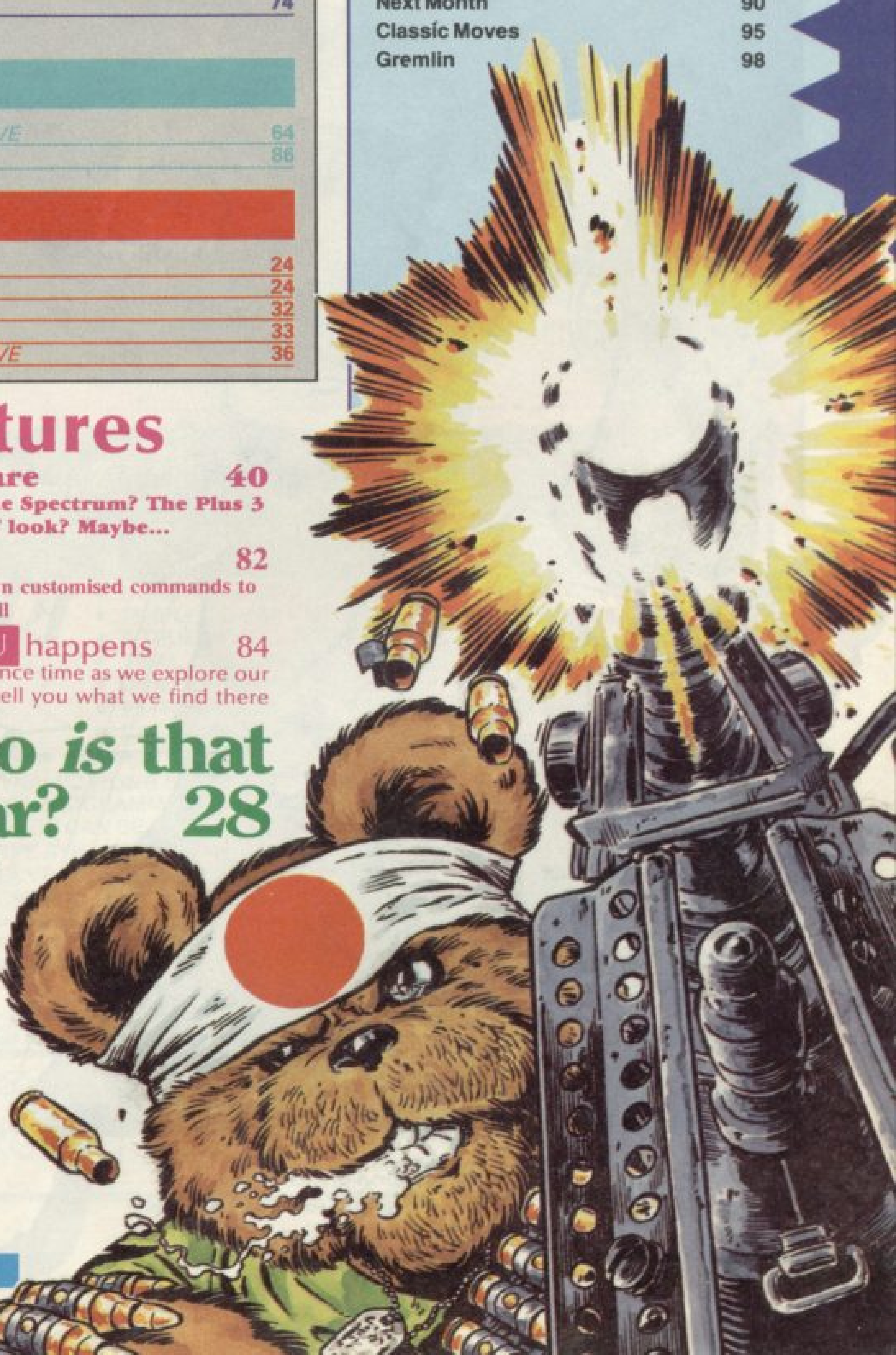
Five Star Pokes 15

Give us more, more, more you cry. OK here comes the Pokes for Exolon (wow!), Challenge of the Gobots and The Living Daylights

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Introducing Kamikaze Bear, mysterious superhero and SU icon. Now the story can be told.





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UNDER RAPS!

In-house programmers at **Gremlin** have gone completely potty and is putting together **Compendium,** featuring the Wink family, father Tiddly, his wife Mavis not to mention the Wink children and the dog.

Lots and lots of games like the pub game, when father flips his beer glasses for his long suffering family to catch.

All donations to Save **Gremlin's** Sanity Fund will be gratefully received.

The man behind **Fairlights I** and **II,** Bo Jangeborg, has defected from **Softek/The Edge.** He's now in the clutches of **Nexus,** who will be publishing his next game.

As far as we know, the new game will be out sometime around Christmas, and could be called **Dark Earth**, but the chances of that are really quite slight in fact.

A team we haven't heard of before – Creative Reality – is working on a new licence for Martech. It's based on the cartoon character **Slaine** and it might be an adventurey sort of game. Or it might not.

And it won't be out for simply ages. So don't hold your breath.

Mike Male – he of Hewson's steam loco sim **Southern Belle** has done it again. He and Bob Hillyer are working on **Evening Star,** a second railway simulation based on the train of the same name, which was actually pretty famous as trains go. Lots more tricky situations, problems and puzzles, and a big locomotive to boot. So if you're a railway enthusiast, chuff out and buy it, sometime around September, we think

Chris Kerry and **Fungus the Bogeyman** are currently programming **Mask II** for **Gremlin**, deep in the bowels of Sheffield. A game much like **Mask** we're told, with a multiple load and four missions to play with. **Mask II** will be out in the very near future, possibly even before **Mask**. But I didn't quote them on that ...

Newsdate:

YUPPIE ATTACK!



Those of you with weak stomachs and tidy minds will not be in the slightest bit interested in Virgin's new release.

But if you're someone who mourned the death of Rik and the rest in the double-decker bus, you pine for a third series of *The Young Ones*, if you're a fan of the Dangerous Brothers and ache to hear the phrase, "No brakes, I have no brakes," then you are the sort of person who will be in raptures over How to be a Complete Bastard, the Video Game.

Yes, in a mad fit of depravity, Virgin has taken Ade Edmondson's book and turned it into what will undoubtedly be the most disgusting, repulsive, foul, utterly addictive game this side of Watford.

The game, we're told by Virgin (who is spending a great deal of its time these days giggling and being silly) is based very closely on the book, and centres around a party in a smart area of London. A Yuppie party, which Ade gate-crashes in order to ruin everyone's fun.

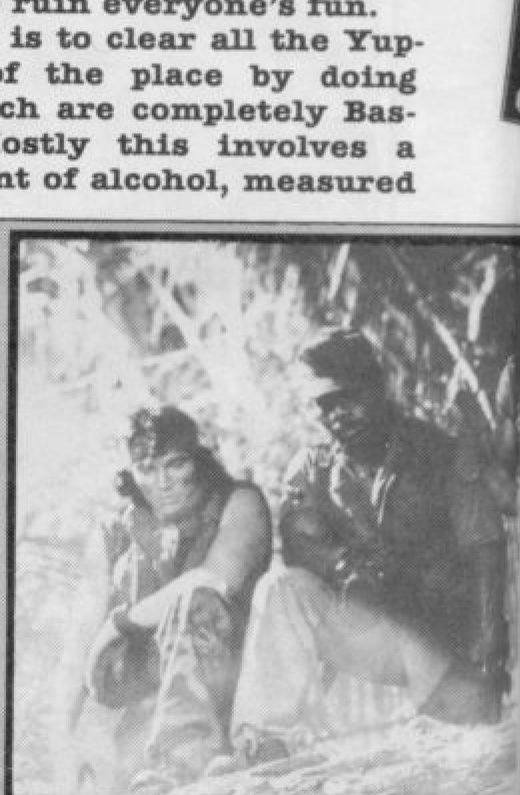
The idea is to clear all the Yuppies out of the place by doing things which are completely Bastardish. Mostly this involves a huge amount of alcohol, measured

The new disc-based Spectrum – the 128K+3 – is now officially launched by Amstrad and already available in some stores. Volume production has begun and by the end of August the machine should be easily available. The Plus 3 – still over-priced, sad to say – costs £249, although an Amstrad spokesperson suggested that the price was likely to be discounted in some stores. Dixons, for example, already discounts the 128K+3 from its price of £159, down to nearer £130. Similar discounting is certainly a possibility for the Plus 3. For your money the 128K+3 package includes the micro itself, an Ocean game compilation disc – including **Cosmic Wartoad, Mailstrom, Gift of the Gods, NOMAD** and **Daley Thompson's Supertest,** and the SJ1 joystick ... yes ... we know ... it's the same wonderful stick Amstrad has been trying to get people to buy for the Plus 2.

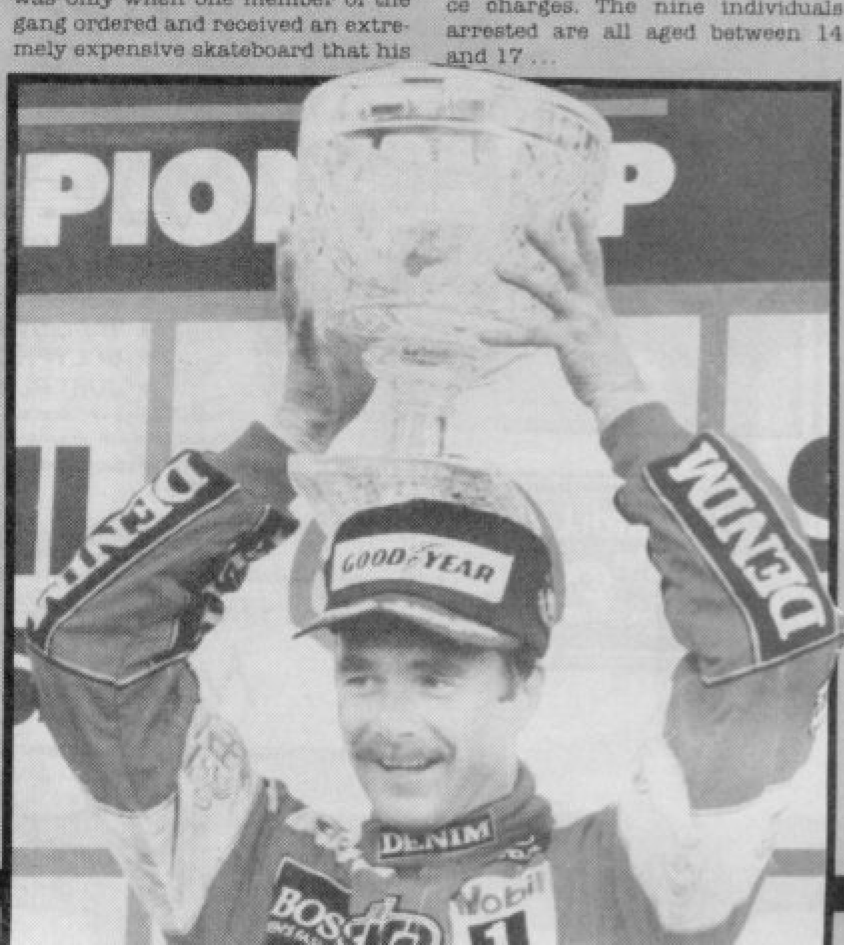
Yet again we are to be given the opportunity to race around a track at very high speeds in a Formula One car. But this time it's different. Because **Nigel Mansell**, he of the moustache and the very quick accelerator pedal, is the main man in **Martech's** game called, unsurprisingly we feel, **Nigel Mansell's Grand Prix**. It's due for release on November 19, four days after the final Grand Prix in Aussie land. Everyone expects Nigel 's gonna win the Championships, so Martech could well have a cult game on its hands. The game will feature things like a computer link to the pits, enabling you, as driver, to give detailed instructions to your crew about when you want your tyres changed and so on. Your controls inside the car show speed of the car, the overall condition of it, and his position in the race. For those of you who feel such technological wizadry is far too hard to cope with, there's an alternative game which simply allows you to go around the race track like a bat out of hell and not worry about anything else at all!

Spectrums are No 1! (Naturally) New research, conducted by AGB:Lek-Trak, of home computer sales in the major high street stores for the first six months of this year show the Spectrum 128K+2 outselling the Commodore 64 by four to one! In fact the nearest rival in sales terms to the 128K+2 is the old Sinclair 128 – now being heavily discounted in some stores

When your weekly allowance just won't stretch to the cost of that pink Giorgi Armani suit with the chequered lining that you've had your eye on for simply ages, then perhaps you may like to try what nine wholesome American kids did. By tapping away onto their trusty 'puters – in New York, Los Angeles and Texas – the Yanks managed, via various bulletin boards, to break into bank chargecard accounts and order themselves all sorts of little bits and pieces. It was only when one member of the gang ordered and received an extremely expensive skateboard that his Mum shopped him to the cops and now they're all facing massive police charges. The nine individuals arrested are all aged between 14 and 17 ...



▲Predator



Nigel▶

unwot

Newsdate:

according to your 'drunkometer'. This in turn leads to the swelling of your 'weeometer' which results in a lot of very damp Yuppies. By swearing a lot and generally being thoroughly disgusting, you score Bastard points, and eventually get to light up the words 'Complete Bastard'. The whole thing is being brought to your screens using a new technique known as, surprisingly enough, Bastard-vision.

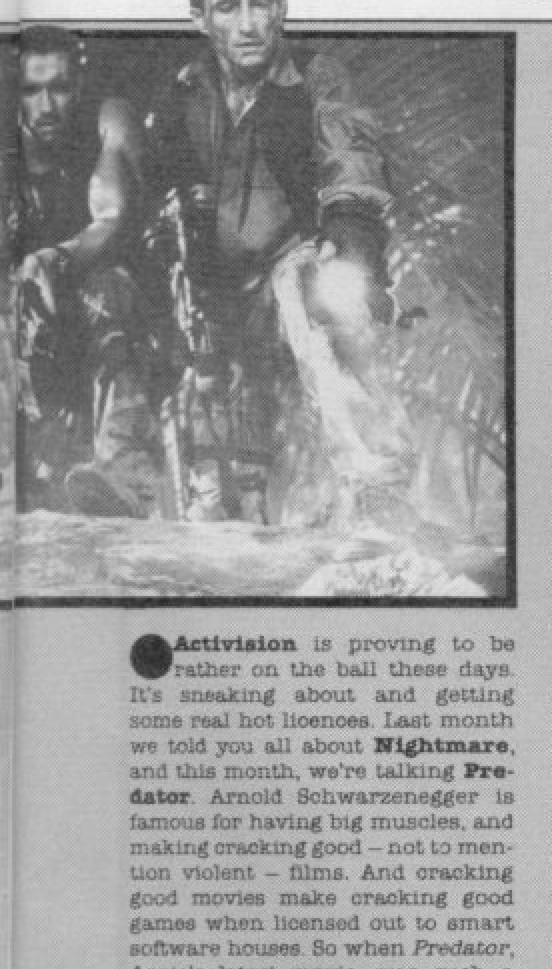


We know full well that this is going to be the most disgusting game ever seen anywhere at all, and I can't wait to get hold of a copy. Anything this horrible is bound to sell millions.

How to be a Complete Bastard **will feature a split screen and four-angle, full vision of the room so that no Bastardish feat will be missed.**

Anyhow, the whole thing is being programmed by Sentient Software – the people who did Tai-Pan **for Ocean – and we can expect an outbreak of Bastardishness sometime towards Christmas.**

And let's hope it's better than the awful Young Ones **game, released last year■**



Activision is proving to be rather on the ball these days. It's sneaking about and getting some real hot licences. Last month we told you all about **Nightmare**, and this month, we're talking **Predator**. Arnold Schwarzenegger is famous for having big muscles, and making cracking good – not to mention violent – films. And cracking good movies make cracking good games when licensed out to smart software houses. So when *Predator*, Arnie's latest movie, was such a huge smash in the States that it took $3m at the box office in its first week, Activision nabbed it.

Incentive is thoroughly excited about a brand new concept that it's thought up.

Come the PCW Show we'll be treated to the sight of a game called **Driller**, which will feature **Freescape**. A new development in solid 3D graphics, **Freescape** allows the player to move to any point in the landscape, and then to view that landscape from every conceivable angle. The graphics are solid and convincing and really make you feel as if you're there. **Incentive** promise us trillions and billions of screens for every area of 3D space. Completely over the top!

If *How to be a Complete Bastard* is not disgusting enough for your particular personal taste, then maybe this will be. **Power House** is preparing to unleash a game entitled **Soft and Cuddly** at the beginning of September. And it's important to note at this stage, that there is nothing whatsoever, absolutely, at all, at all, cross my heart and hope to be spanked until my bottom goes purple (no more *Black Adder* jokes, please – Ed), Soft or Cuddly about this game. Your father's trapped in a refrigerator and your mother's gone quite literally to pieces after a nasty accident. Release your father from the 'fridge, collect all the bits of your mother, then sew her back together again. And if it's anything like nearly all of Power House's recent releases, it'll probably be useless . . .

More 128K+3 news! Anyone buying a Plus 3 will pretty soon run up against a BIG problem: no software! Lots of software on cassette – no software on disc. Romantic Robot is working on the answer – a device to dump out software from tape to disc. Its new Multiface III, latest in a line of such devices, will dump out either screens or software to disc at the touch of a button. Multiface III will cost £44.95, available end of this month.

All those sick and tired of low quality budget products will be delighted at the latest move from **Hewson**. Following the success of **Zynaps** and **Exolon**, **Hewson** is joining forces with **Mastertronic**, and putting out a whole stack of brand new games on a budget label. **Hewson** will be writing all the software, and **Mastertronic** will be in charge of distribution. The new label, called **Rack-It** will be released on the 17th September. And the best news is that although they'll only cost £2.99 all the games will be brand new stuff.

Bad news for any Spectrum owner wanting to add a disc drive. Amstrad has now officially confirmed that it will not produce an add-on disc unit for the Plus 2. But of course you do still get to choose between the Plus 2 and Plus 3. As an Amstrad spokesman put it "It's not like Russia where you go into a shop and there's no choice." Yes, well. That's all very fine. But what about people who want a disc drive and bought a Plus 2 before the Plus 3 was announced? I guess they might as well go to Russia . . .

Last issue we told you about a film, with the improbably named Dolph Lungren as the star feature. And, we said, wouldn't it be a nice idea if someone turned **He Man and the Masters of the Universe – The Feature Movie** into a game. And, lo and behold, **Gremlin** has gone ahead and bought the



licence. **Gremlin** promises that it'll really go to town on this one. A rollicking arcade adventure, **Masters of the Universe – The Feature Movie** will feature thrills and spills as you take your chances against Beast Man, the savage lieutenant of Skeletor and the Sorceress Evil Lynne. **Masters of the Universe** will be available from December we're told, and is going to be absolutely amazing.

TWTMTW
THAT WAS THE MONTH THAT WAS

So Amstrad expects the £249 price of the expensive new 128K+3 to be discounted by stores. Surprise, surprise!

And although Amstrad fiercely denies it, it is now widely thought, too, that the price will have to drop again in September, when the price difference between the Plus 3 and the Atari ST will be narrowed by Atari to just £50.

Where the Sinclair machines have no rivals whatsoever is in the field of software. No other machines can boast so much software, or software so cheap. This is undoubtedly the lead that has made the Plus 2 now by far the most popular micro in the UK today – selling over three times as many machines as its nearest rival, the Commodore 64.

But what use is all this cassette software to the Plus 3? It can run it, by connecting up a cassette player to the machine. But what's the advantage in having a disc drive if there's no software on disc? Well, there *is* an answer!

Romantic Robot is working on what will unquestionably be the new machine's most significant add-on – the Multiface III.

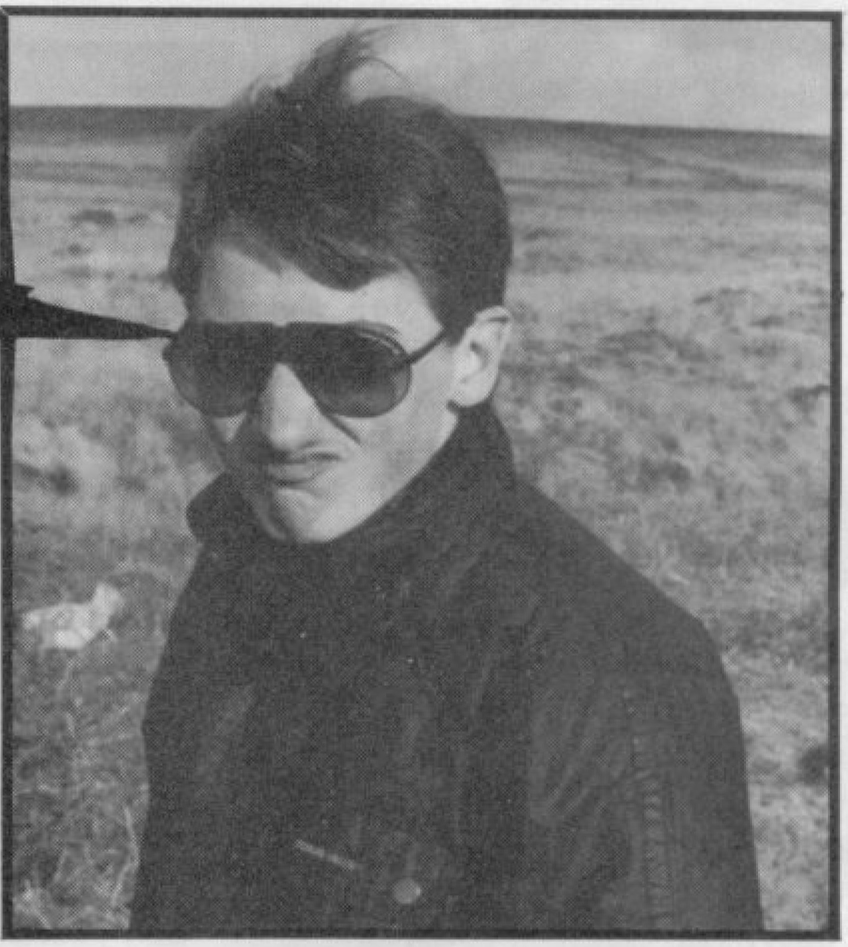
This device – quite pricey at over £40 – allows any cassette based software written for the Plus 2 to be loaded into the Plus 3 – using any ordinary cassette player – and then dumped out to disc.

The development won't please the software houses much, though. The device breaks the copyright protection on the cassette software in order to transfer it to disc. Amstrad on the other hand seems quite keen on the device – after all it's going to help sell the Plus 3.

Without it disc software for the machine can be counted on one finger of one hand – and the Plus 3 becomes little more than an expensive way of buying a Plus 2 – without the cassette player!■

CREDIT PANEL: Thanks go to David DeNegri, Ian Grimes, Steven Peck, Andrew Prout, Ian Bennett, Simon Kelly, Denis Ahmet and Minesh Makwana for their help in putting this issue of SU together

JON RIGLAR'S ZAP CHAT



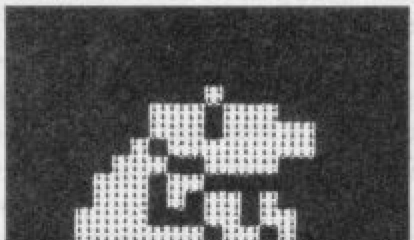
All the best things come in groups of three you know. Pumps. Trios. One and a half duos. Monty games. Talking of Monty games there's a new one out. Well it was new when I wrote this. Now it's probably nearly new.

Auf Wiedersehen Monty

has the mole running around all over the world doing ridiculous things and drinking lots of beer. And getting a sun tan. On his feet. Just like me really. And no – I can't get my shoes on. It's not funny! The pain, the pain . . . Here're some hints:

- The football must go to Jeventus
- The tools repair the Austrian Ski Lift in Austria
- Chateau Blanc must go to Dortmund. (Wherever that is)
- The bacon must be sent to Czechoslovakia
- The car wheel should be taken to Monaco
- Give the cork to the boy in Amsterdam who is obviously going to stick it right where he should stick it. In a dam. He will then hand over some tulips
- Take the tulips to Juliet in Pizza
- The Mona Lisa should go to the Mafia
- Cherries, rabbits and ice cream all give extra lives

All these tips were sent via first class ferret from Richard Payne of Warley, and no, I don't know where Warley is either! Staying with the subject of small furry creatures that dig holes in your back garden just to annoy you when you're on holiday and give you a fit when you arrive back from Ibiza or wherever, Richard Payne has also supplied the ultimate cheat. I mean the definitive cheat:



Do I really have to do this now? Me wanna go beach! Show off my new Georgio Armarni shorts. And the Porsche sunglasses. In fact, the beaches don't know what's hit them once old Riglar arrives with his surfboard. But, instead, I'm stuck here, behind my typewriter, banned from using the word 'ooer' in any context, with all the windows wide open to cool off. And to make my hayfever worse.

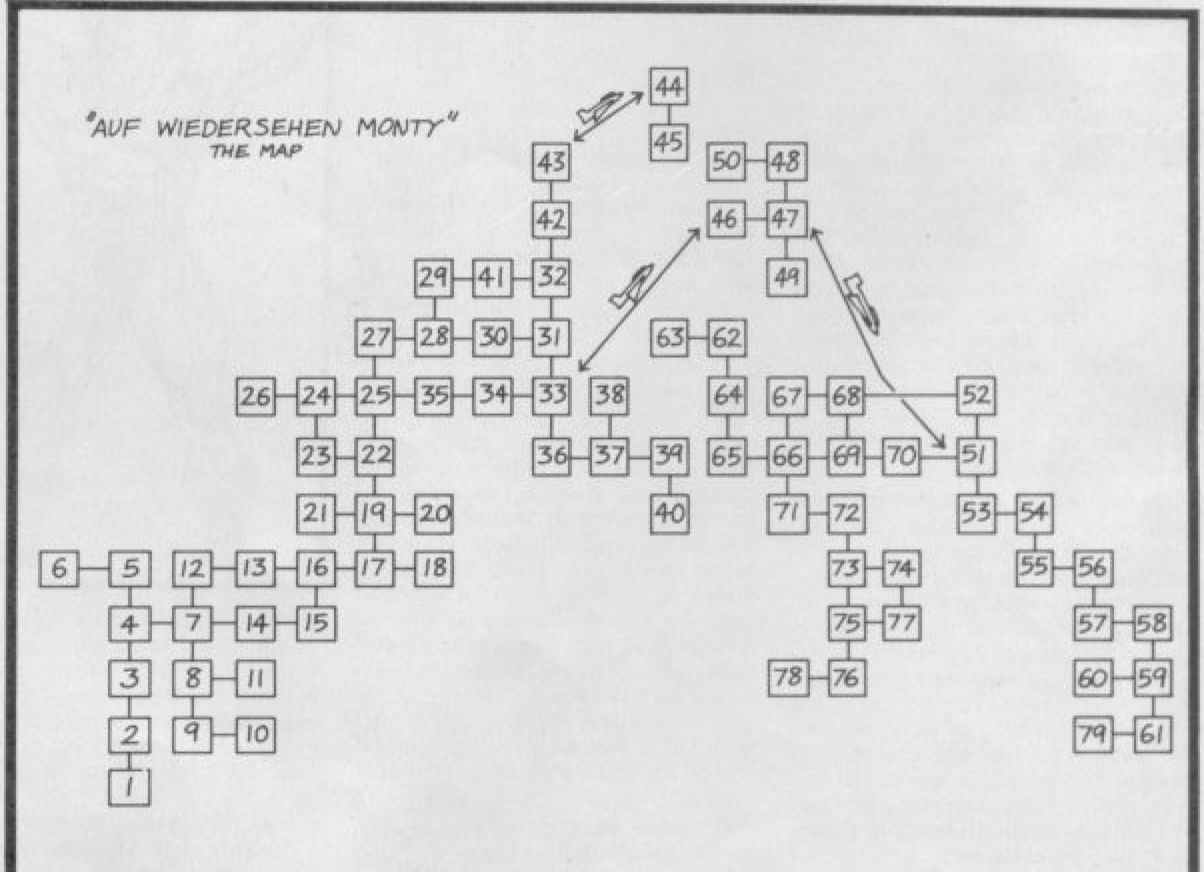
CLEAR 32767:LOAD "" CODE
RANDOMIZE USR 32799

Type in the first line of the above and *Run* it. There will now be funny flashing borders and a game will load. Then it will stop. Rather abruptly. The game has now loaded. Then type in the second line and the game will start. Piff-poff-puff.

And because everybody here at SU loves the little creatures, we've rounded up the map as well!! Oh yes we have!! It's from Richard 'I'm still in' Payne and it's got a humungous key which I've got to type out. Sulk.

AUF WIEDERSEHEN MONTY – THE KEY

1 Cavern Rocky 2 Cavern Rocky 3 Cavern Rocky 4 Resort Spain 5 Leon Spain 6 Sunny Spain 7 Resort Spain 8 Resort Spain 9 Resort Spain 10 Resort Spain (football) 11 Resort (you've guessed it) Spain 12 Airport Spain 13 Pyrenees 14 Spain 15 Pair of knees 16 Toulouse Spain 17 Ello, ello France 18 Monaco France 19 Dordoigne France 20 Rhone France 21 Bordeaux France 22 Cork France 23 Nantes France 24 Le Mans France 25 Paris France 26 Brest France 27 Le Eiffel Tower 28 Antwerp Belgium 29 Brussels Belgium 30 Dortmund Germany 31 Dusseldorf Germany 32 Bonn Germany 33 Nancy 34 Luxembourg 35 Nancy 36 Austria 37 Dodgy Austria 38 Danube Austria 39 Lift Austria 40 Graz Austria 41 Amsterdam 42 Breakfast Denmark 43 Copenhagen Denmark 44 Byorn Sweden 45 Borg Sweden 46 W Berlin 47 E Berlin 48 E Germany 49 Praha 50 E Germany 51 Airport 52 Zagreb 53 Yugoslavia 54 Yugoslavia 55 Principality 56 Moledivia 57 Staying Greece 58 Alive Greece 59 Greece 60 Olympus 61 Harbour Greece 62 Bern 63 Bank 64 Italy 65 Italy 66 Italy 67 Verona Italy 68 Ferrari Italy 69 Venice Italy 70 Italy 71 Pizza 72 Italy 73 Rome 74 Juventas 75 Italy 76 Itsa daboss 77 Italy 78 Itsa daboss again 79 Good life



SIDEWIZE



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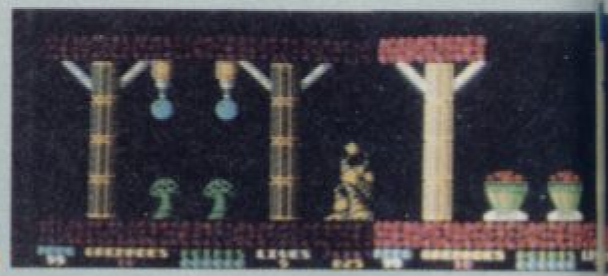
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London WC1A 1PS

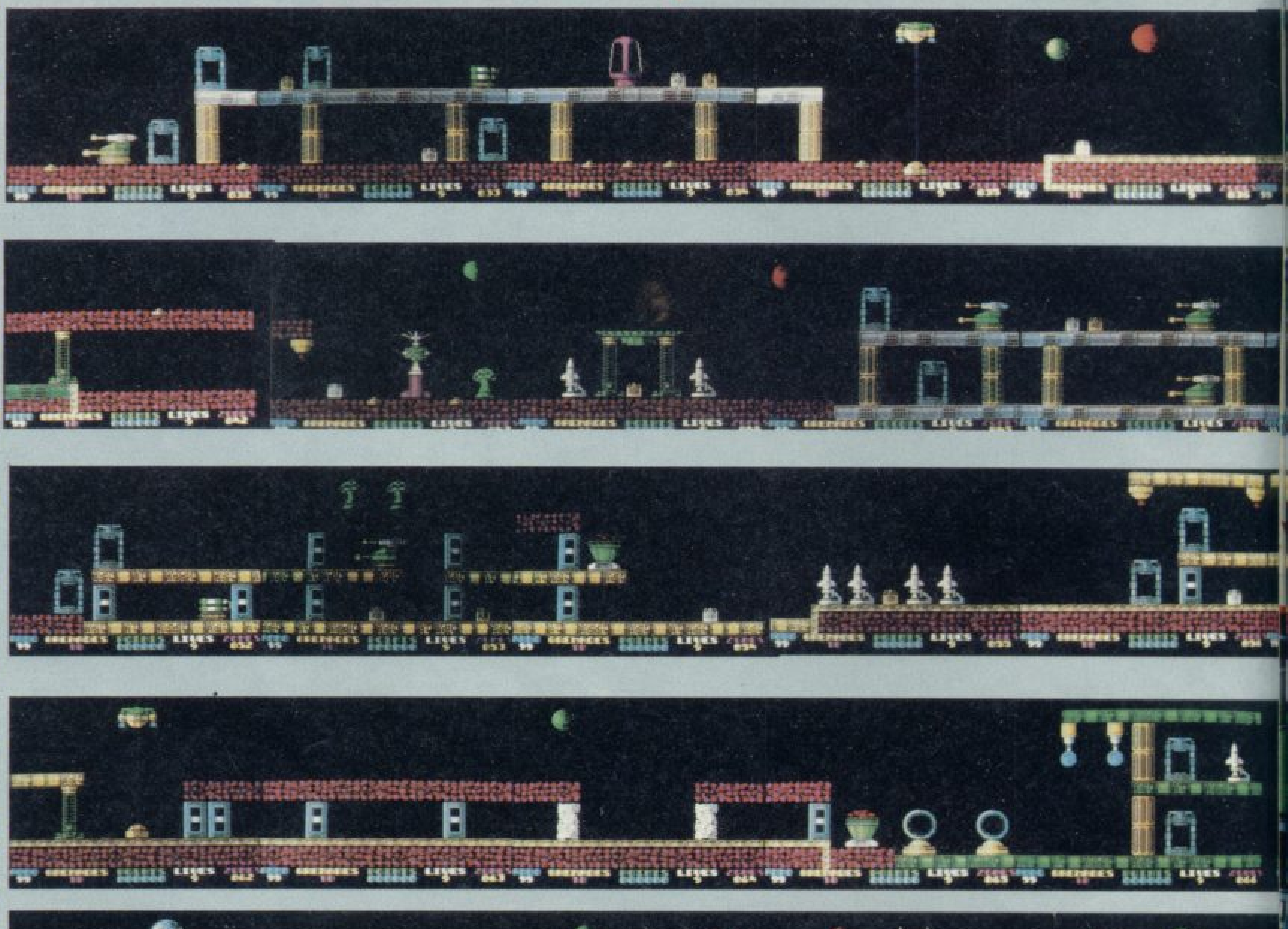
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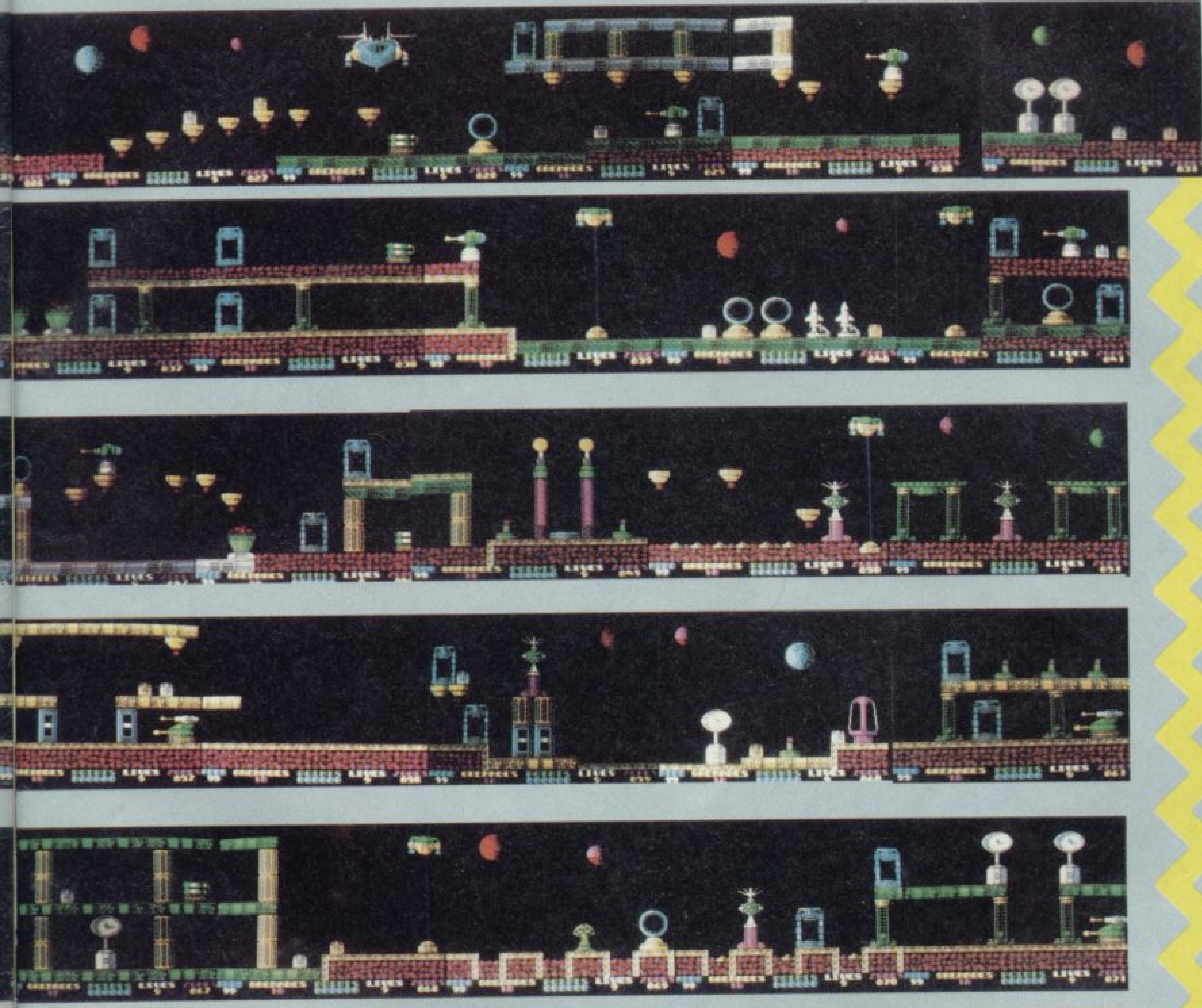
MAP CHAT

Exolon

is here! And it has to be one of the best graphical blasts this year. It's wonderful. Amazing. Brilliant. Fantastic. Triff. I liked it quite a bit actually. Not that you would see me going overboard for any game, being a miserable old cynic. What we have here is a game that looks








SU
043


EXOLON
Don't buy another game until you've seen Exolon – the scorching new space-play hit from Hewson.
To rid the planet of deadly aliens, you are armed with a rocket launcher disguised as a back-pack – but the odds are loaded against you. With exploding birth pods, landmines, shattering grenades and rampaging rocket guns – you'll need all your skill to outwit the enemy . . . but you do have the advantage of being able to change your level of protection – giving you more power and speed – at a touch . . .
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JON RIGLAR'S ZAP CHAT

FANZINE CITY

Fanzines, fanzines, fanzines!!! There are quite a few about. And I want them all!! Anybody who edits, compiles, or throws out a fanzine on a regular basis should pay attention. What I want to do is this – you all send your latest is to me at the usual address and the best one out each month will get a mention



more than a bit like the nearly out **Game Over** from Dinamic with graphics that look a bit like those in **Equinox** from Mikro-Gen.

Here's a guide to the first twenty-five screens of the game together with a map picking up from screen 25, where things get really tricky. The final 25 screens will be revealed next month.

SCREENS 1 & 2 Easy-peasy stuff. You may get caught out in your first couple of games by the humungous gun in Screen 1, but after playing the game for the hundredth time, you should be able to blast it right away. Don't worry at all about running out of ammo or missiles because you can replace them in Screen 2

SCREEN 3 Quite a simple screen. Don't bother about the gun of the funny thing that pops up out of the ground – just get into the transporter and zoom to the level above. Remember to grab the replacement can

SCREEN 4, 5 and 6 These are probably the hardest screens you are going to meet in the first section. Lotsa bouncy things appear and they wobble all over the screen and lot of the time into you. You can jump up and blast, duck and panic. Try to recognise the pattern of the balls. Some will miss you completely due to their height and others have to be blasted or it's Victor's last stand. And old Vic is a bit of a dork once he's hit – flinging his arms into the air like a demented gerbil. There's a pod alien in Screen 6 and it's pretty nasty. Make sure you stay well back once you've had a go at it. And keep firing!

SCREEN 7 Stay well back. Watch the missile carrier carefully and you'll notice a fuse behind it. When it starts to crackle, start firing!! Make sure you duck and fire as well. Once the fuse stops burning move a few steps forward and then check the fuse once again. If you're within a couple of steps of the missile carrier, keep walking whether the fuse is blowing or not. Then all you need do is jump in the transporter and replenish your ammo reserves

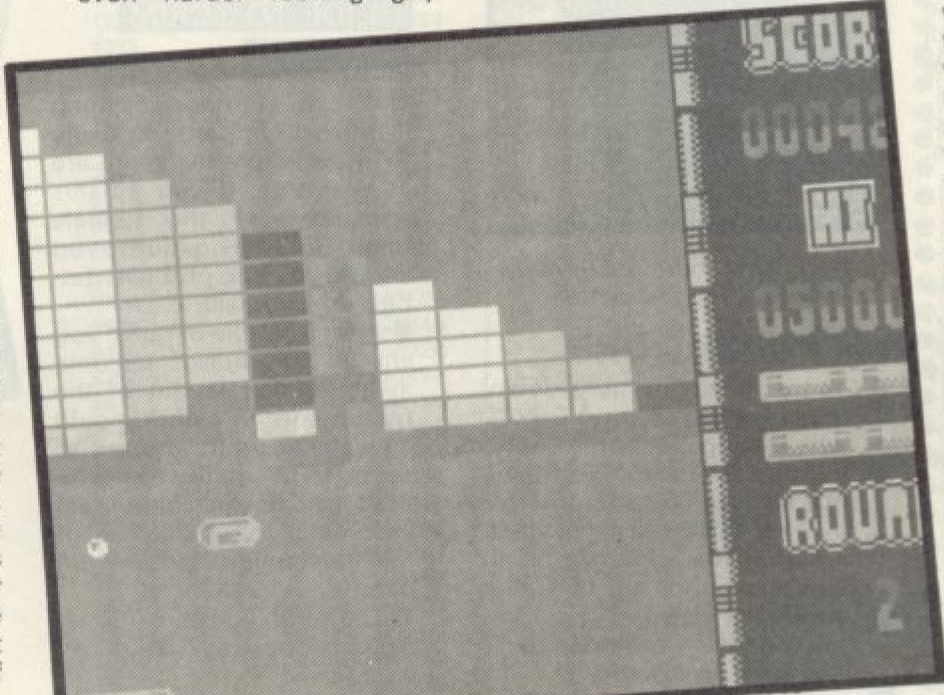
SCREEN 8 Quite easy. Blow the gun up as quickly as possible and remember to duck if it fires back. Then jump to the middle platform and over to the other side

SCREENS 9 to 13 In Screen 9 you'll immediately notice a missile coming in your direction. It's no good trying to fire at it. The only way you can destroy these missiles is by lobbing a grenade at the missile control. This looks a bit like a planet stuck on a pole if you follow my drift. The trick here is to time what you do – wiat inside the top transporter until the missile starts to look threatening (when it's right up your nose) then push your joystick up and transport to the lower level. Get out of the transporter quickly and lob a grenade at the control centre before another missile appears. Simple really. Screen 10 is easy if you remember not to charge into the funny things that pop up. Don't forget to replenish your stocks and to change in the Georgio Armarni capsule. Victor will then be an even harder looking guy with his double machine-gun. Screen 11. Don't bother going up to the level above – just charge at the missile carrier firing all the time. You won't need to duck unless a wayward missile comes your way. Once you arrive in Screen 12, fire a grenade at the missile control. If you were on the upper level things would have got worrying. Screen 13 is a doddle. Just run into the transporter

SCREENS 14 to 21 All fairly easy going. In Screen 14 you'll come across another pod alien and some wayward missiles. Stay stationary and blow them away. Screen 15 and you'll find one dreaded missile carrier. Two options here – you could run straight at it or go through the transporter. If you take the second option, remember to run back into the missile carrier to collect your extra points. Screen 16 and another missile control thing to blow apart. Once in Screen 17 you find a gun, the odd mine here and there, and a change in level. The change in level is most difficult part. If you just jump without thinking, odds on that you'll land straight on top of the first mine. Instead, blow tbe gun up with a grenade and then walk back a few paces. Turn around and then make a running jump to miss the mine. Fire another grenade to clear the rock formation and then jump over the final mine. Screens 17 and 18 aren't too difficult. In Screen 18 you can replenish your ammo and don't worry about the thing that pops up – you can walk right through it! In Screen 19, all you need do is jump in the transporter and on to the upper level. Through Screens 20 and 21 run along the top levels and blast. You may find an occassional missile flying along the top and you may need to duck to avoid them

SCREEN 22 This screen is a real pain. You'll come across lotsa pods flying along right at the edge of the level. The only thing you can do here is to blast and jump. When you see a gap in the pods run like billyo (or anybody else you can think of) and jump off the ledge. Now forget all about the pods and concentrate on collecting the stocks and grenading the two rockets. You'll also have to look out for the occassional bouncing ball. At this point you should be pretty grateful that you didn't take the lower level

SCREEN 23 Only one screen left to go! Don't worry about the popping-up thing because, yet again, you can walk through it. You'll now be up against a



BIG FIVE READER'S CHART

Tim Bratton from Sussex

Herre we go again with another humungous reader's chart from the chappy named Tim Bratton. This bit of my column (sounds a bit rude – guffaw) is actually getting reasonably popular but people are still foregetting to include their fave pop group. "The Beastie Boys" said old Tim. "I think the Beasties are fab and here's my chart Lloyd." Lloyd? Lloyd who?

1	Arkanoid	Imagine
2	Spy Hunter	Ocean
3	Enduro Racer	Activision
4	Barbarian	Palace
5	Krackout	Gremlin

He says Arkanoid *is so addictive and besides I can complete it without any help at all and who cares if it's just* Breakout *and . . . and . . . Tim seems to imply that the naffest game around at the mo is* Eastenders *but I can't be sure because of his waffling.*

JON RIGLAR'S ZAP CHAT

tank, and it's pretty nasty. It's no good trying to shoot the bullets that are fired from the top part because it won't work. However, you can keep your head down and wait. You can also shoot any lower bullets that come your way. Slowly move forard until you are within range of the tank and fling a grenade at it. You'll only blow up the top half. Now run past the last half and on to the next screen

SCREEN 24 The last screen. All you have to do is to jump on to the pedastool and you'll then be on to the bonus screen. Keep your *Fire* key down when the screen clears and this will automatically select the amount of bonus.

Then you're on to the next section, and it's a good 'un. More on that next **SU**

Storm Bringer

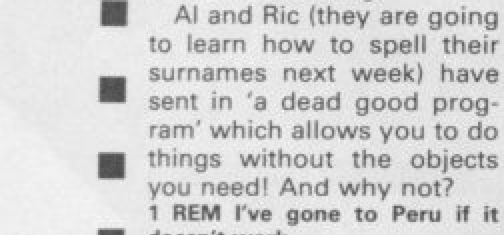
I liked ol' White Knight. He was – well – sort of chummy. A very bouncy figure in Mastertronics' casebook. In my very first column (**SU** 53) I gave you the complete solution to **Knight Tyme** and very good it was too. Now we've got **Stormbringer** in which the good guy does a bit more bouncing.

Al and Ric (they are going to learn how to spell their surnames next week) have sent in 'a dead good program' which allows you to do things without the objects you need! And why not?

```
1 REM I've gone to Peru if it doesn't work
10 CLEAR 25170
20 BORDER 0
30 LOAD ""SCREEN$ : LOAD"" CODE
40 POKE 46183, 99
50 POKE 46301, 99
60 RANDOMIZE USR 37632
```

You'll find you can do all sorts of things. Tickle the odd passer by (The Mad Celt has been known to do that on odd occasions but that's another story), pull levers and even make wishes! You also get infinite strength!! I don't know, these youngsters have it easy nowadays. When I was in primary school I'd have to walk ten miles to school and back and work every day and . . .

Now a bit of Jonathan Woss for you:



Into the Eagles Nest

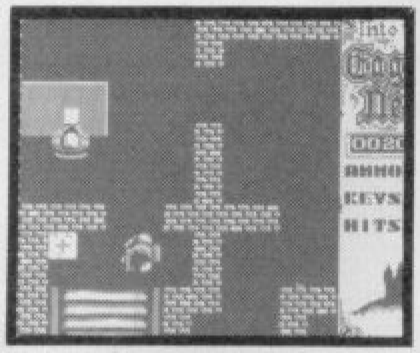
is weally wather wacky. And now you can cheat. When you achieve a high score enter one of the following:

DAS MAP – you enter a map mode

DAS CHT – gives you infinite lives as such

MAP OFF – gets rid of the map mode

DAS NME – wipes out the enemy



And now here's some interesting facts about

Micronaut One

There I was zooming down 5th avenue in my Escort when along came this Capri. It was Kev. I said, "Hi, Kev" but he was more interested in the furry dice he had hanging from his mirror. It was hot and he had the window down. The in-**Micronaut** entertainment was playing *Wham*!

"Seen Sha?" I said.

"Nope," he said removing his Marks and Spencer's sunglasses. "But I've seen a lot of Scrim. On 7th ave." He handed over a piece of paper. And with that, he revved up and was gone. This is what it said:

KEV AND SHA'S GUIDE TO SCRIM HUNTING

● The most important thing in the whole game is really to know where the scrim are at any time. If you do this and keep all the tunnels open for navigation, you should have no problem getting around each ETU.

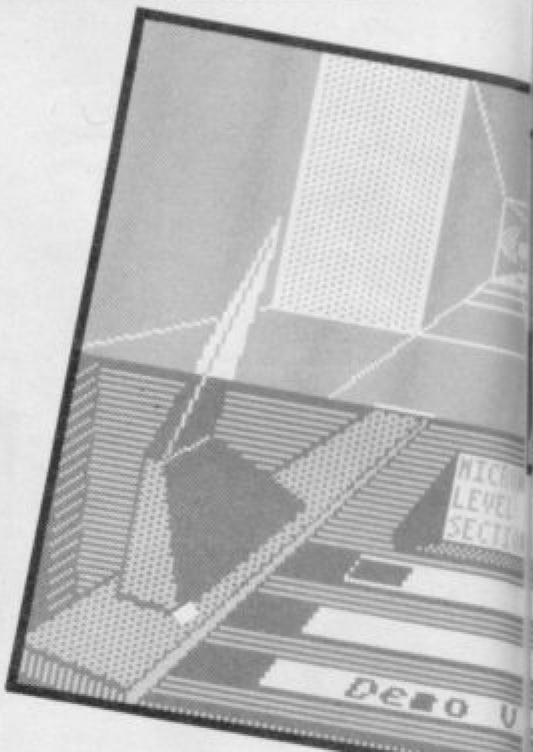
● After a couple of goes, you should gradually become aware of the layout of the tunnel complex and should be able to whizz around to each ETU quite easily – however if you have real problems, make full use of the navigation system on board.

● The scrim eggs are impossible to destroy. So don't bother.

● If you come across any jelly fly you can either run away or try to destroy them. Now, the jelly fly are pretty tuff and you will need lotsa energy. Here you can cheat a wee bit. Run to the nearest ETU and grab its energy. Then run back to the fly and blast it. It shouldn't worry the ETU much – it will issue a warning to you but will give you enough time to kill the fly and run back to it. Pump all your remaining energy back into the ETU.

● Killing things isn't that easy. The trick is not to get too close – if you do, you will almost certainly hit it an loose a lot of energy. Try to judge it so that the scrim is *just* in front of the **Micronaut** and then blast until you destroy it.

● Webs are a real pain. When you approach one, have a quick look around to see if there are any flies floating about. If there aren't then retreat to a safe distance, turn around and charge at full speed into the web. It it's a small one then you may just bash straight through it.



POKUS CORNERUS

After last month's incredibly huge poke corner I got quite a few letters asking where people should place their pokes. Well. Dearie me. I tried. Gawd knows I've tried. Every month I say 'these pokes are for Multiface One owners or people who have equivalent interfaces'. Every month without fail. But STILL there are some people! Aaarrarahrararrajda!!!!

MARIO BROS Poke 44079,0: Lives

ARMY MOVES Poke 53324,255: Lives

MAG MAX Poke 58472,12: Lives

ENDURO RACER Poke 43542,0 and 43643,0: Infinite time

INTO THE EAGLE'S NEST Poke 36640,0: Infinite bullets Poke 40512,0: Pick up keys Poke 41136,0: Infinite lives

I have been told to say that a funny squibble will appear when you start to play Enduro Racer. **This is OK. Your Time should actually count up instead of down and the squibble will occassionally squibble out the numbers.**

People who squibbled this month include Stephen Carr, Adrian Davis **and** Geoff Makin. **More squibbling next time.**

ZAPCHAT BIG EIGHT: ZYNAPS

There seem to be quite a few decent games emerging from Hewson these days and Zynaps is one of them even if it's just Nemesis with a bit better graphics. Have you noticed how similar they are? Ooer controversial. Even more controversial than Amstrad and the stand alone disc drive saga. (My guess: There will be one but it will cost £250 – Guffaw!) Anyhow, here's this month's entries

1	Mark Rodgers	86,765
2	Geoff East	79,560
3	David Frayton	76,870
4	Paul Danby	67,340
5	Paul Rundle	55,405
6	Mark Veal	54,420
7	Simon Dunn	49,895
8	Andy Dean	36,215

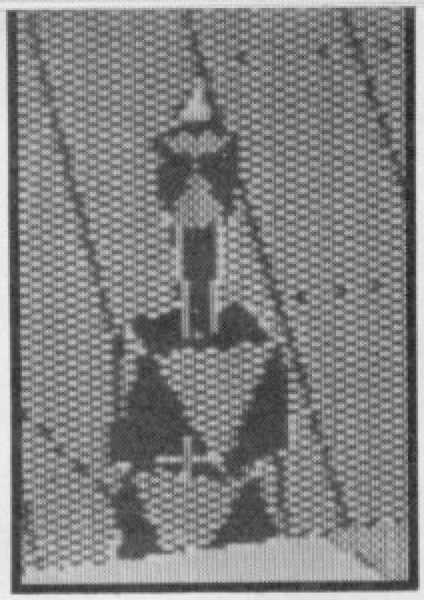
Exolon will be next month's big eight. So, get those scores in pretty soon if you want to stand a chance

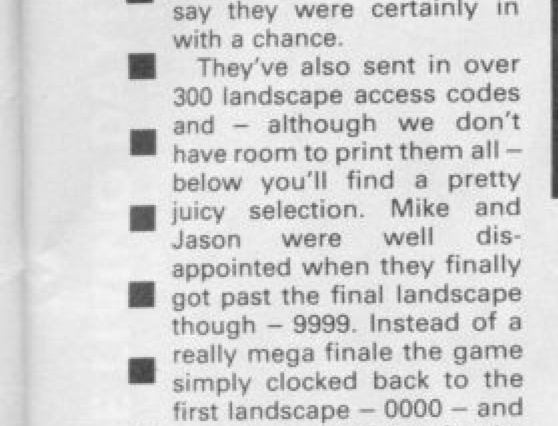
As a follow-up to last month's

Sentinel

codes I printed I've had a letter from Mike Colclough and Jason Ankers in Matlock who reckon they're the first people to finish the Spectrum version of the game. I'd say they were certainly in with a chance.

They've also sent in over 300 landscape access codes and – although we don't have room to print them all – below you'll find a pretty juicy selection. Mike and Jason were well disappointed when they finally got past the final landscape though – 9999. Instead of a really mega finale the game simply clocked back to the first landscape – 0000 – and gave the access code for the landscape relevant to the





number of energy units they had left.

They still reckon it's a brilliant game – worth a fortnight of early mornings anyway – but I'm inclined to agree with them that Firebird could have found room to at least print up the word "Congratulations" or something.

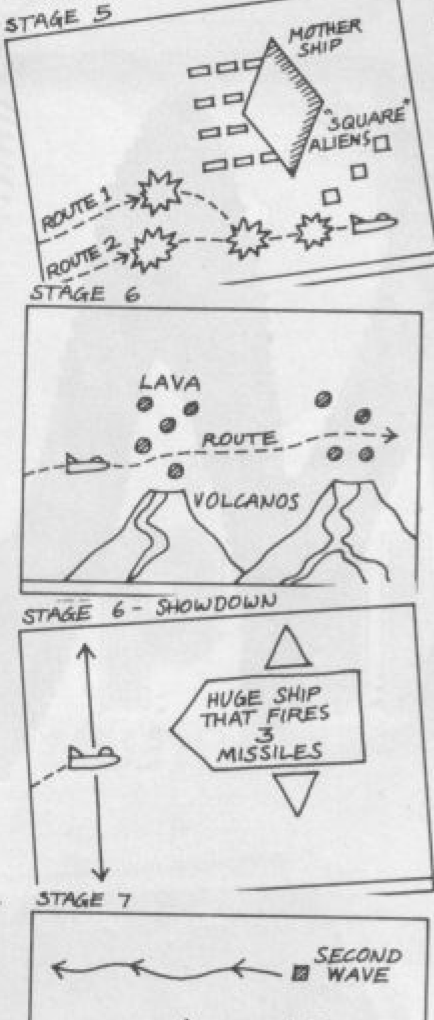
Here's the codes, anyhow:

LAND	CODE
0110	55877549
0126	65280897
0138	67341674
0157	94197426
0170	62430074
0186	87946484
0194	78417482
0197	69426589
0210	78847741
0221	15846269
0303	93217473
0328	89428752
0363	54995188
0378	61579772
0400	83754805
0502	79386674
0624	91590924
0641	97193428
0647	96598150
0673	69886157
0687	77137686
0706	18755735
0732	35547788
0739	49259870
1255	66775269
1333	38689994
1373	62103664
1401	75908157
1579	89884261
1695	81528696
1918	44478934
2042	64753837
2313	10666745
4516	86398525
5012	56969520
5648	69586647
5706	84807155
5990	17035248
6165	71758920
6392	72521467
6611	97528134
7090	68435588
7125	63955188
7218	78221896
7253	21887706
7290	23747218
7623	89954892
7644	62374787
7683	53547318
7716	19379654
7900	45465484
7928	79449976
7953	59538296
7987	88868568
8010	91648217
8046	76457597
8080	98386456
8809	48127447
9000	03824407
9174	59594666
9200	66253747
9283	47815966
9381	47694381
9576	86270870
9603	55651676
9642	85496286
9756	71419398
9791	78664305
9898	22689479
9993	72388451
9996	87546491
9999	05991278

More help with

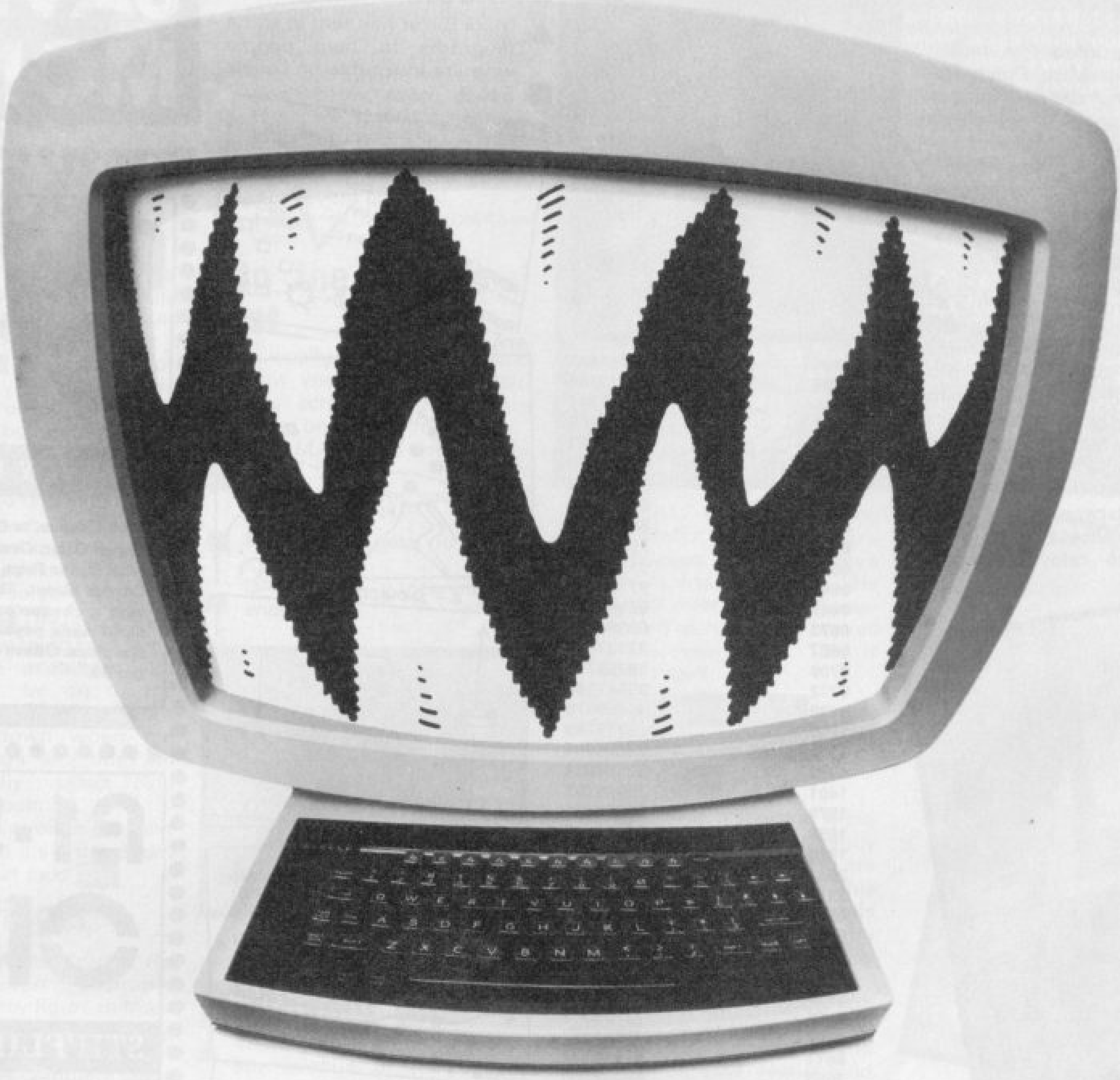
Nemesis

Mark Baker has sent in some diagrams to help people who are in trouble on Levels 5 to 9.



Is that it? Can I go back to the beach now chaps? Good. Off to do a bit more of the old tan. Make my feet worse. But it would look ridiculous if I wore socks.

WE WANT TO HEAR FROM YOU **If you've got tips on how to play your favourite game, any bits of games you've mapped and high scores you're particularly proud of (real only please) or maybe you just want to tell everbody which games you like or really hate. Whatever you want to say, send it to John Riglar and, if you're lucky, he'll print your name in lights (well, actually, that's not entirely true, but you could find your name in the column in about the same size as most of the other letters in fact)**



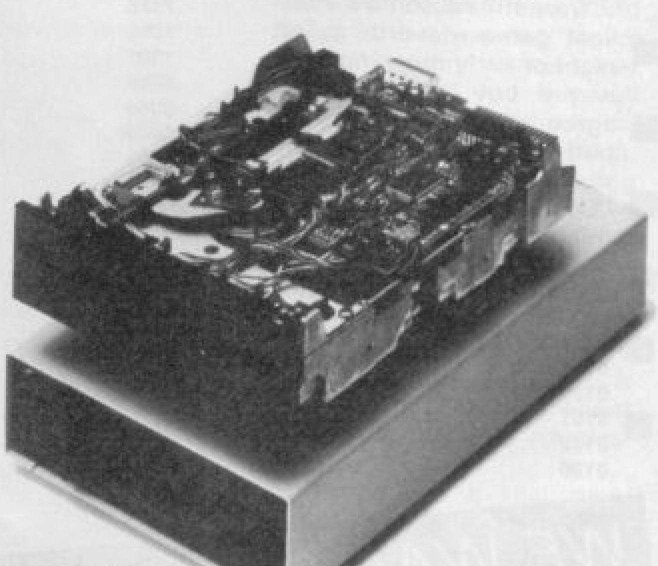
You may get a nasty result without a Mitsubishi Disk Drive

Using second-rate components can make your hardware bite back. Over the past three years we at Mitsubishi have sold over a million disk drives; a record that makes us very much number one in the market. But we don't impress just on quantity. There's quality too.

Both our 3½" and 5¼" floppy drives perform with the proven reliability that's made us one of the world's largest manufacturing companies. Within the units you'll find high compliant heads that ensure less wear on the diskette. If the power is switched off or interrupted, our circuitry prevents data from being corrupted. The units themselves are tough and durable, so they'll stand up to a lot of rough treatment and last longer. And because of their remarkably high precision, they enable far safer data interchange, even if the diskettes are worn or there's interference from nearby monitors.

So it's hardly surprising that the list of companies using our disk drives reads like a who's who of personal computer manufacturers. So don't get a mega-bite, ask for Mitsubishi by name.

Another example of Electronics from Mitsubishi.



MITSUBISHI
DISK DRIVES

Mitsubishi Electric UK Limited, Hertford Place, Maple Cross, Rickmansworth, Herts WD3 2BJ. Tel: (0923) 770000. Telex: 916756. FAX: (0923) 777368/777385

5 POKES

THE LIVING DAYLIGHTS

Enter and *Run* the Poke. Start the **Living Daylights** tape when instructed — 007 is now invincible which is just as it should be really.

```
1 REM LIVING DAYLIGHTS poke
2 REM by A.SINGH1987
3 REM
4 BORDER 0: PAPER 0: INK 7
5 CLEAR 65535
6 LET t=0: LET w=0
10 FOR f=63973 TO 64020
15 READ a: POKE f,a
20 LET t=t+w*a: LET w=w+1
25 NEXT f
30 IF t<>119539 THEN  PRINT "ERROR IN DATA": STOP
35 PRINT AT 10,1;"START 'LIVING DAYLIGHTS' TAPE"
40 DATA 221,33,215,253,17,124
45 DATA 1,62,255,55,205,86,5
50 DATA 48,241,49,0,0,33,0
55 DATA 250,34,112,254,195
60 DATA 0,254,33,252,151,34
65 DATA 37,150,33,205,197
70 DATA 34,1,152,33,158,201
75 DATA 34,3,152,195,0,145
100 RANDOMIZE USR 63973
```

EXOLON

A very very special Poke this — one of the most sophisticated SU's ever produced. Not just infinite lives but a whole Cheat Mode added to the game! Load the Poke in the usual way, ie Type in listing, *Run* it and then load **Exolon** game tape. Once it's loaded press *C* to activate cheat mode then:

KEY	*ACTION*
'1'	Infinite ammo
'2'	Infinite grenades
'3'	Infinite lives
'4'	Incincibility
'5'	Do nothing

You can choose any combination of the above cheat options at the same time. The instructions work in a toggle fashion ie If infinite lives is currently set to *On* and then you press *3* again in cheat mode it will be switched off.

Important note: Cheat mode will only work if you choose keyboard control mode ie not joystick. This is because of the fantastically complicated way in which the game is written. . .

```
1 REM EXOLON cheat mode poke
2 REM A.Singh 87
3 REM
5 BORDER 0: PAPER 0: INK 7
6 CLEAR 25999
10 LET w=0: LET t=0
15 FOR f=23311 TO 23417
20 READ a: POKE f,a
25 LET t=t+w*a: LET w=w+1
30 NEXT f
35 IF t<>604704 THEN  PRINT "ERROR IN DATA": STOP
40 PRINT AT 10,6;"START 'EXOLON' TAPE"
45 LOAD ""CODE
50 POKE 64531,125
55 RANDOMIZE USR 64512
60 POKE 65112,15
65 RANDOMIZE USR 65082
100 DATA 33,163,125,34,122,123
105 DATA 62,201,50,34,125,235
110 DATA 33,38,91,1,90,0,237
115 DATA 176,195,96,109,229,245
120 DATA 62,254,219,254,203,95
125 DATA 40,2,24,67,62,247,219
130 DATA 254,230,31,254,31,40
135 DATA 246,203,71,40,14,203
140 DATA 79,40,15,203,87,40,16
145 DATA 203,95,40,17,24,39,33
150 DATA 110,131,24,26,33,80
155 DATA 146,24,21,33,29,157,24
160 DATA 16,58,179,156,254,201
165 DATA 62,192,40,2,62,201,50
170 DATA 179,156,24,8,126,167
175 DATA 62,61,40,1,175,119,241
180 DATA 225,195,233,122
```

MUTANTS

Enter and *Run* the Poke. Start the **Mutants** tape when instructed. When it *Loads* you'll have infinite lives.

```
  1 REM MUTANTS POKE
  2 REM A.SINGH 1987
  3 REM
  4 CLEAR 45000
  5 LET t=0: LET w=0
 10 FOR f=47872 TO 47971
 15 READ a: POKE f,a
 20 LET t=t+a*w: LET w=w+1
 30 NEXT f
 35 IF t<>565120 THEN  PRINT "E
RROR IN DATA": STOP
 40 PRINT AT 10,6;"START 'MUTAN
TS' TAPE"
 45 LOAD ""CODE
 50 RANDOMIZE USR 47872
100 DATA 221,33,82,187,6,6,197
110 DATA 221,110,0,221,102,1
120 DATA 221,78,2,6,0,17,0,125
130 DATA 237,176,235,54,201,30
140 DATA 150,205,0,125,221,35
150 DATA 221,35,221,35,193,16
160 DATA 222,33,102,238,17,0
170 DATA 183,1,96,3,237,176,62
180 DATA 201,50,47,242,175,50
190 DATA 87,186,33,74,187,17
200 DATA 15,186,1,9,0,237,176
210 DATA 195,220,185,62,195
220 DATA 50,164,115,195,0,99
230 DATA 249,228,16,9,229,24
240 DATA 71,229,12,83,229,14
250 DATA 97,229,25,133,229,11
```

CHALLENGE OF THE GOBOTS

```
1 REM GOBOTS poke
2 REM A.SINGH 87
3 REM
4 FOR f=40192 TO 40448
5 POKE f,158: NEXT f
10 LET w=0: LET t=0
15 FOR f=40599 TO 40653
20 READ a: POKE f,a
25 LET t=t+w*a: LET w=w+1
30 NEXT f
35 IF t<>205256 THEN  PRINT "ERROR IN DATA": STOP
36 PRINT AT 10,7;"START 'GOBOTS' TAPE"
40 DATA 62,157,237,71,237,94
50 DATA 201,229,213,197,245
60 DATA 175,50,18,91,58,171
70 DATA 91,254,195,32,18,33
80 DATA 197,158,17,171,91,1
90 DATA 10,0,237,176,62,63
100 DATA 237,71,237,86,243,241
110 DATA 193,209,225,255,201
120 DATA 33,0,50,34,129,200
130 DATA 195,209,182
200 RANDOMIZE USR 40599
210 LOAD ""
```

Enter and *Run* and Poke. Start the **Gobots** tape when instructed. When it *Loads* you'll have unlimited lives

ALL POKES BY ADRIAN SINGH

COMPETITION

WINNERS

STAR RAIDERS II

A copy of Star Raiders II to the first prize winner.

Chris Beckett, Maidstone, Kent, ME15 6TR.

"And beam him down to Activision at the next opportunity. I also suggest that we teleport a copy of Star Raiders II to each of the following. . .

20 Runners up each receive a copy of the game. . .

Stephen Quinn, Sutton in Ashfield, Notts, Gary Bond, Carrickfergus, Co Antrim, F. Driver, Hull, Paul Rudman, Nettleham, Lincoln, T. McHarg, Earlsdon, Coventry, Stuart Smith, Machen, Gwent, Chris Heray, Erdington, Birmingham, C. Cevdet, Ilford, Essex, P. Wynn, Clophill, Beds, Andrew Males, Stevenage, Herts, Marc Jacobs, Bethune Road, London N16, Timothy Wilson, Mirfield, West Yorkshire, T.F. Witt, Galhampton, Nr Yeovil, Somerset, Alan Wills, Helensburgh, L. Smith, Hull, Gerard W. Burton, Glossop, Derbyshire, L.E. Young, Rainham, Essex, Chris Thomas, Cannington, Somerset, Mark West, Canterbury, Kent, Brian Dawber, Skegness, Lincs.

"And a Star Raiders II poster to each of these. . .

James Merrifield, Devizes, Wiltshire, Pieter Kuypers, Heteren, The Netherlands, Peter Chessman, South Wonston, Winchester, Matthew Garrahan, Washington, Tyne and Wear, M. Scott, Preston, Lancs, Ross Maltiday, Stotsdold, Herts, M. Usher, Woodland Drive, Offerton, Stockport, S.S. Evans, Selly Oak, Birmingham, Jonathan Phillips, Hamebely Mill, Tyne and Wear, Adrian Cavendish, Groby, Leicester, Anthony Woode, Brighton, E. Sussex, Barry Clark, Potters Bar, Herts, Nicholas Henstock, Thorpe Hesley, Rotherham, S. Yorks, Michael Smith, Waley, Nr Sheffield, J.J. Marston, Ferndown, Wimborne, Dorset, Vail Harriston, Heywood, Lancs, Jon Rose, Netimber, Bognor Regis, West Sussex, Marcello Bortdino, Stoke Newington, London, Stephen Dyer, Matchbrough West, Redditch, Worcs, Gerald Francis, Ashton-u-Lyne, Manchester, Michael Diaper, Salisbury, Wilts, Paul Tracy, Highbridge, Somerset, Dean Farley, Bexley, Kent, B. Elias, Llanishen, Cardiff, Sean Mellor, Woodhouse, Sheffield, R. Blake, Rayleigh, Essex, Paul Fulford, Woodley, Reading, Berks, Stephen Tomlinson, Fleetwood, Lancs, Brian Brooks, St Marychurch, Torquay, Devon, James Finch, Sawbridgeworth, Herts, Michael O Shea, Turn Pike, Pontypool, Gwent, J.K. Moser, Edgware, Middx, Vincent Baxter, Oban, Argyll, David Wells, Exhall, Coventry, West Midlands, Gorden Davidson, Lenzie, Glasgow, Brett Hurman, Dronfield, John O'Regan, Bishopstown, Cork, Ireland, Alaster Cushion, Bodmin, Cornwall, Paul Toomey, Hernchurch, Essex, Suzi Yann, Dudley, West Midlands, James Blackwell, Bath, Avon, Matthew Smith, Kings Lynn, Norfolk, Jamie Wallace, Tunbridge Wells, Kent, Darren Sturgess, Burpham, Guildford, Surrey, Robert Mass, Cirencenster, Glos, R. Bullivant, BFPO 22, Isacc Paine, Bordeaux Vale, Guernsey, C.I. Andrew Bond, Bulwell, Notts, Paul Jenkins, Heath, Cardiff, Wales, Stuart Arcaer, Aviemore, Inverness, Scotland, Chay Lawrence, Holbeach, Spalding, Lincs, T.E. Cheese, Loardshill, Southampton, Gareth Davies, Llandello, Dyfed, Craig Jones, Kidderminster, Trevor McCullogh, Newtownards, Co Down, N Ireland, R. White, Edenthorpe, Doncaster, S. Yorks, Steven Wells, Kettering, Northants, John Fernley, Potterne, Wiltshire, Derek McDonald, Mayfield, Cork, Ireland, Colin Blakeley, Bolton, Lancashire, Steve Mitchell, Nettleham Park, Lincoln, Justin Hayward, Stuggington, Hants, Lasse Eldaup, 2650 Huidover, Denmark, D.R. Overy, Winchester, Hants, Mark Warner, Hengrove, Bristol, Ryan Lavelle, Edington, Bridgewater, Somerset, B.J. Carter, Bethnal Green, London E2, Shaun Hill, Faversham, Kent, R. Stead, Walton, Wakefield, West Yorks, Neil Ashmore, Furness Vale, Nr Stockport, Cheshire, Simon Lewnox, Castedawson, Co Londonderry, N Ireland, P.R. Clocas, Formby, Merseyside, John Williams, Middlewich, Cheshire, CC Stone, Malvern Works, T. 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Shields, Sunderland, Tyne-and-Wear, Jarid Kavin, Royston, Herts■

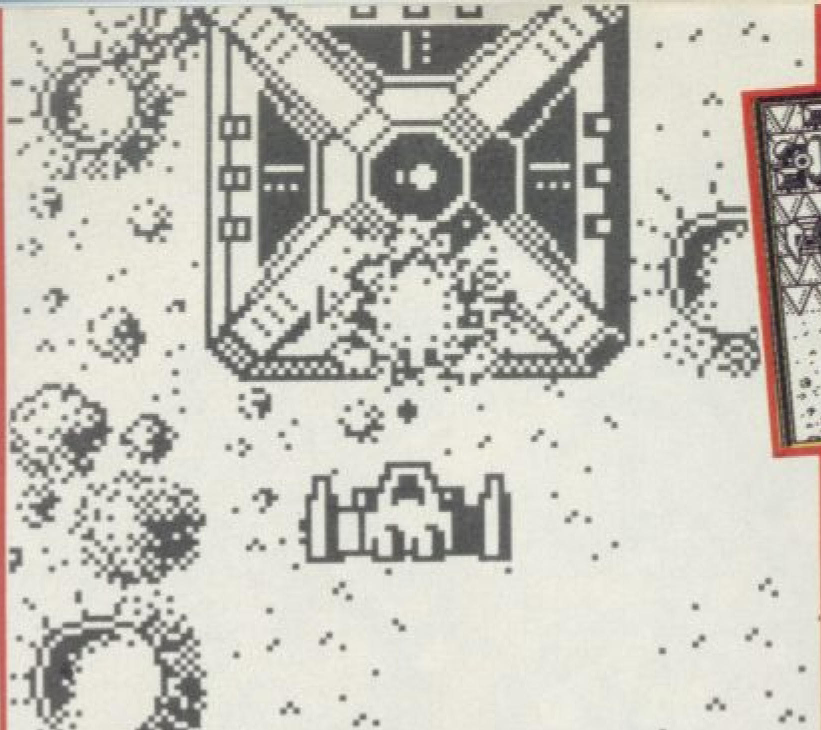
INDOOR SPORTS RESULTS

Tennis tables are funny old things aren't they? Well, they are when you're playing table tennis on them, but when they take up just about all the available space in your office they can be a right pain. Which is why we've had to postpone the forthcoming SU Allcomers Ping-Pong Tournament and give away the splendid table tennis table which Advance so kindly put our way to:

Kuldip Samara, of Greenwich, London SE10.

What about the runners-up? Well, the rest of these sporty types can get out their pent-up aggression on a copy of the wonderful Advance title Indoor Sports. **Well done**

Ian Sexmour, Doncaster, S Yorks, Daniel Blanchard, St Giles, Lincoln, Owen Hendry, Donstable, Beds, Daniel Derkin, Reading, Jon Church, Middlesborough, Cleveland, Justin Brown, Malewood Village, Liverpool, Richard White, Edenthorpe, Doncaster, Alan Fenwick, Stanley, Co Durham, Marvin Reynolds, Crewe, Cheshire, Peter Orme, Golden Common, Winchester, Hants, Johnny Miller, Dundee, Robert James, Windsor, Berks, Colin Bennett, Borehamwood, Herts, Let Dobson, Isle of Wight, Abid Hamid, Middlesborough, Cleveland, S Webb, Chertsey, Surrey, Paul Shaw, Lowton, nr Warrington, Cheshire, Justin Block, Halesworth, Suffolk, Steve Monk, Ashford, Kent, James Barker, Turnford, Herts, D Brassington, Telford, Shropshire, Justin Murray, Harlow, Essex, Peter Burman, Lincoln, Lincolnshire, Paul Speakman, Heaton, Bolton, Lancs, Michael Cobden, Pinner, Middlesex■





ARCADE ★ REVIEW

MOON STRIKE

HINTS AND TIPS

● The round bullets that hurtle around the screen are not necessarily fatal – the extremities of your ship (that's wing tips to you) may safely pass over them
● It is possible – vital actually – to blast the large ground based pod that spills out bombs but it needs careful timing –
● Wait for it to explode and the second your gunsight is over the middle release a bomb and hurtle off to the right
● The Mona Lisa – blow up her nose to take her head off.



Forget **Slap Fight**, forget **Terra Cresta**, forget every top to bottom screen scrolling blast 'em up you ever saw.

Moon Strike – despite its unspeakably boring name – is the best. Not only is it smoother, more challenging, more highly detailed and generally slicker, it's funnier.

The game would be dull were it not for the excellence of the programming and the wryness of some of the humour. Things begin well with the loading screen, more of a movie actually. Some sort of awesome programming technique has been used to enable the game to be loaded whilst the screen tells you – with words and moving pictures – the plot of the game. The effect is not unlike the graphic bits in **Hitchhikers Guide to the Galaxy** and it's jolly good fun.

The plot? Forget it – just assume mad professors and saving the world an' stuff and that you have carte blanche to total everything. That's all that matters.

Unlike **Slap Fight, Moon Strike** isn't too serious about itself. Some of the shapes you need to destroy are of the conventional alien sort, bubbles, saucers and the rest. On the other hand there are some decidedly bizarre obstacles in your path, the product of an imagination possibly even more deranged that Matthew Smith's. Watch out for the dentures, note also the light bulbs which float down-screen at you (the way the underlying landscape is distorted through the glass is amazing), and finally you see the Mona Lisa. Yep old Mona herself can be bombed into oblivion.

Now all this wacky stuff could backfire were it not for the fact that the graphics are superb, not only is the movement smooth but the objects are large and detailed. More even than that, somebody in the development team can draw and draw well. It makes all the difference.

There are other good things about **Moon Strike**. I found it a great relief to have a game which, although being fiendishly difficult doesn't shove you back to the beginning again if you fail.

Moon Strike has only one failing – it isn't an original overall concept. Actually it's a stunningly unoriginal one.

In every other respect, though, it's a winner – brilliant graphics, smooth scrolling animation and challenging gameplay■



FACTS BOX

Moon Strike is very unoriginal – that's a minus. But in every other way it's great. Looks fantastic plays as good as it looks

MOON STRIKE
Label: Mirrorsoft
Author: Binary Innovations
Price: £7.99
Memory: 48K/128K
Joystick: various

Reviewer: Graham Taylor

★★★★☆ ★★★★☆ 8

PROGRAMMERS

DANNY NEVILLE and **JONOTHAN NEVILLE** make up a new programming team called Bianry Innovations. Both are based in New Zealand and neither has ever had a program released commercially before. Moon Strike is their first effort!

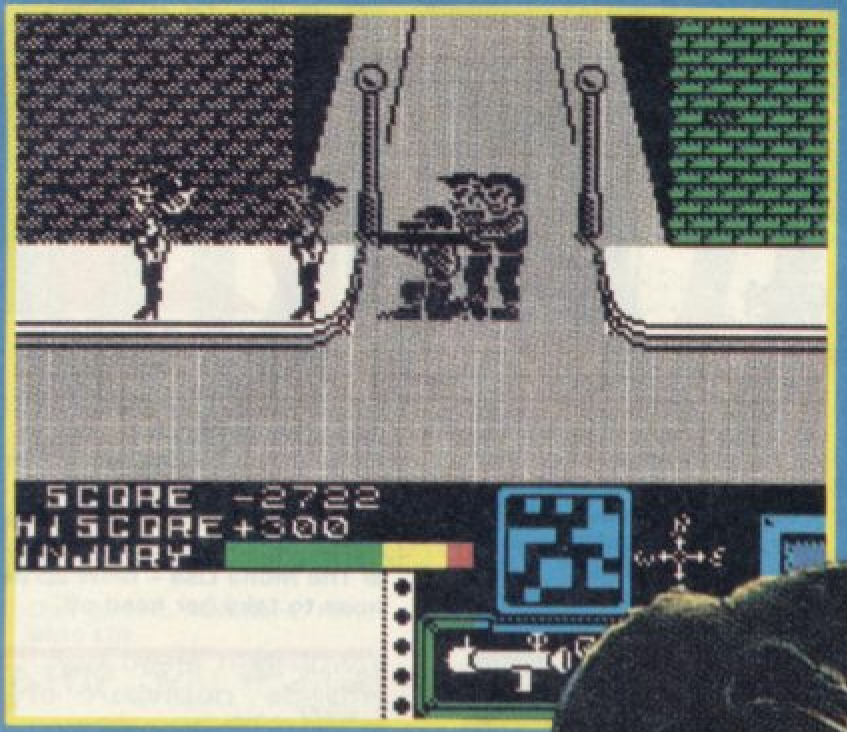
SOFTWARE STAR RATINGS

SU has always rated software out of five. Five was great and One was awful. It served us well enough but just recently we've been getting games that fall between the cracks in our star rating. We figured there ought to be a bit more flexibility so guess what?

From now on our star ratings will be out of ten. This means that a classic now automatically gets ten stars and one star is just as much of a dodo as before if not more so.

ARCADE REVIEW · TOOL-KIT REVIEW · WORK-OUT REVIEW · STRATEGY SIMULATION REVIEW · ADVENTURE REVIEW

★	Avoid this game under all circumstances
★★	Poor and/or massively overpriced
★★★	Dull and uninteresting, if not actually awful
★★★★	Fairly average. Nothing to get excited about
★★★★★	OK but nothing special
★★★★★★	Not bad, some good points. See before you buy
★★★★★★★	Pretty good. We were quite impressed. Worth a look
★★★★★★★★	Good stuff. Well worth the money
★★★★★★★★★	Very good indeed. A must buy
★★★★★★★★★★	Brilliant. Must buy at all costs
Classic	The best program of its type we've seen to date



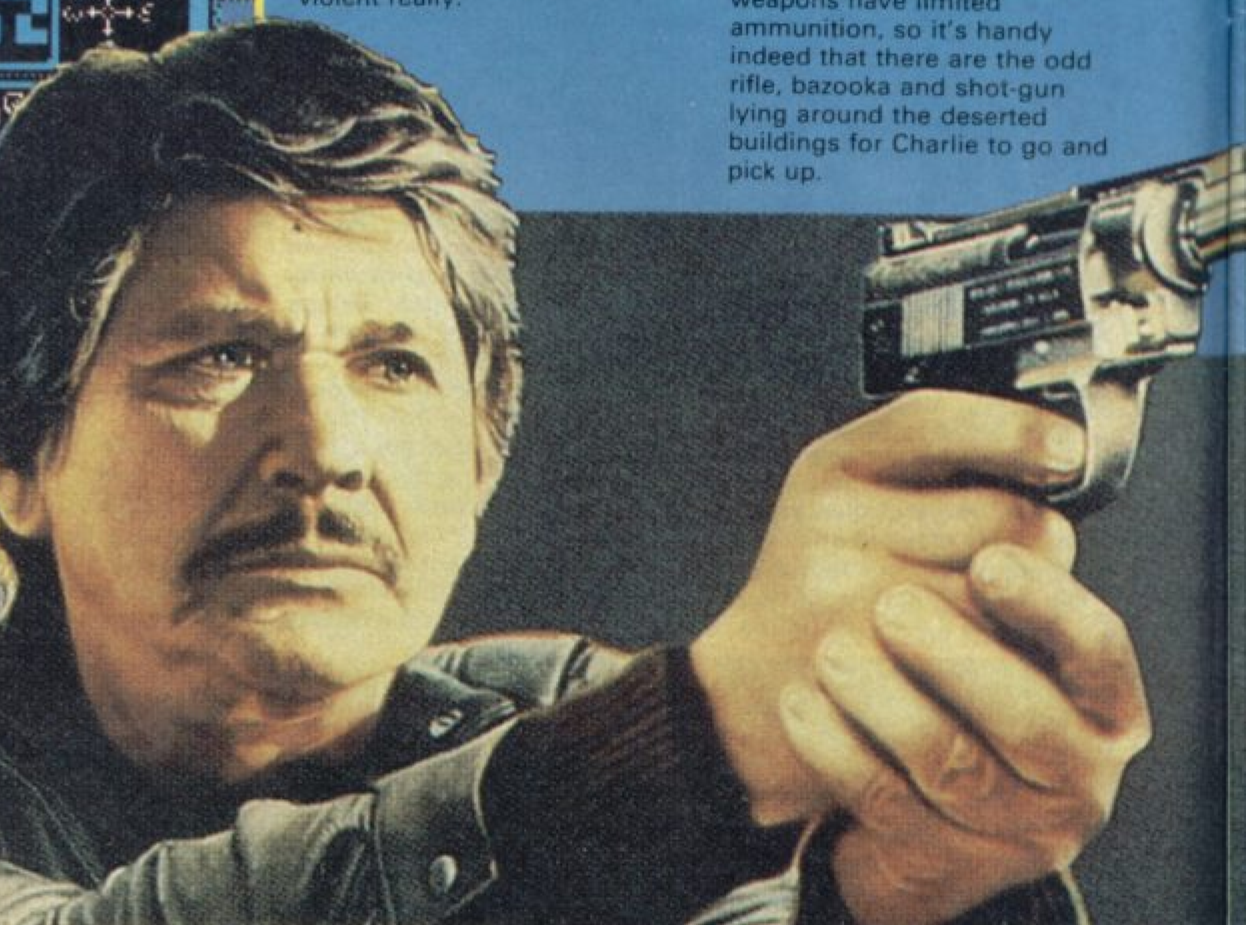
Charles Bronson – moustachioed man, advanced tactical street-cleaner, and man with the largest bazooka in the Western hemisphere – has finally been given his very own game.

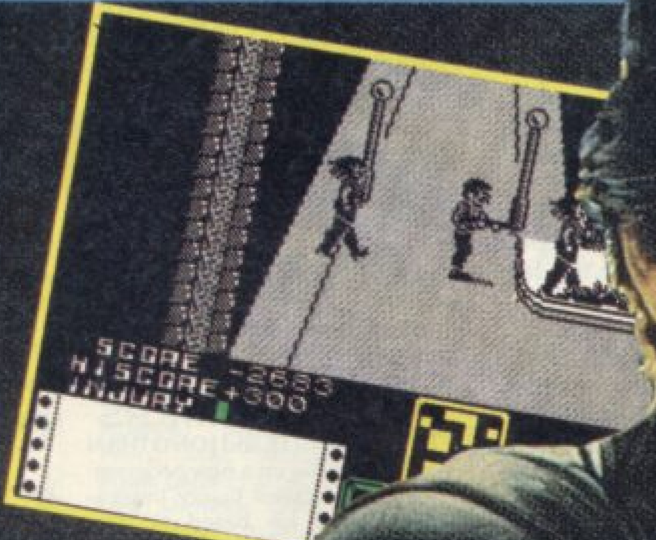
Death Wish III, based on the film (or excused on the basis that there is a film called *Death Wish III* and why not make a game out of it), it involves the man, the bazooka and five down-town riots to be quelled.

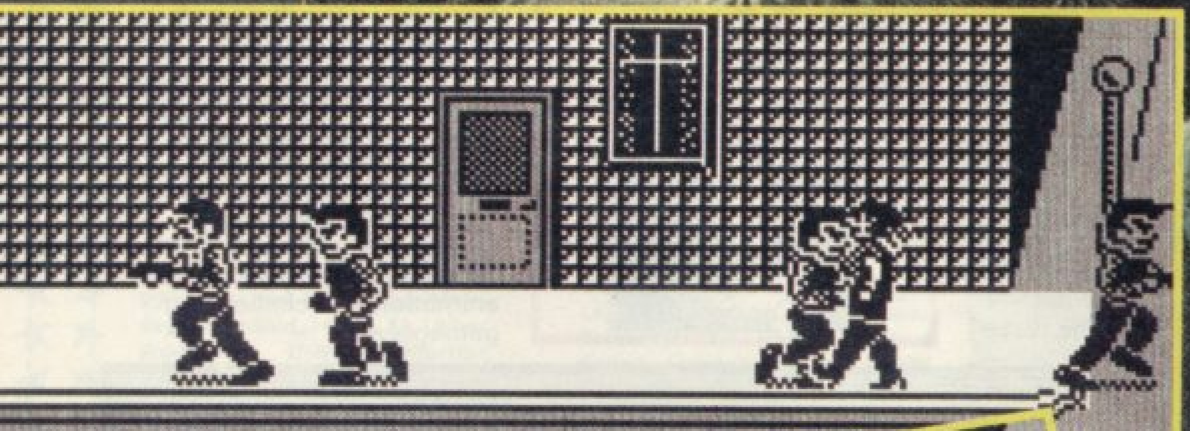
And the way to quell those riots is to get in there and pulp those bad guys. Because **Death Wish III** is, well, it's rather violent really.

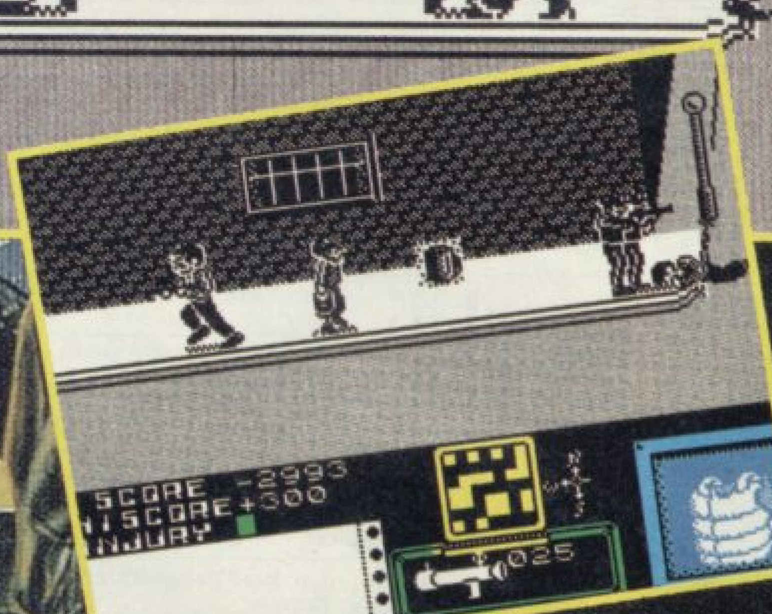
What we have here, essentially, is a left-right horizontal flip-screen affair. We begin with Charlie, the moustache, and a bullet proof vest, armed to the teeth – with a pump-action shotgun, or some other such frippery – surrounded by villains of a very ugly nature. And all Charlie has to do is take out the villains.

To do this, Charlie has a choice of four weapons, each with varied strengths of ammunition, but all with the capability of reducing your average punk, passer-by or pedestrian to dead meat. All weapons have limited ammunition, so it's handy indeed that there are the odd rifle, bazooka and shot-gun lying around the deserted buildings for Charlie to go and pick up.











▲ Sean



▲ Peter

PROGRAMMERS

SEAN HOLLINGWORTH and **PETER HARRAP** have worked exclusively for Gremlin Graphics over a number of years. Together they have written **Avenger, Bounder, Future Knight, Jack the Nipper, Monty on the Run, Trailblazer, Way of the Tiger, Krackout, Auf Wiedersehen Monty** and **Thing Bounces Back**. Separately, Sean wrote **Percy the Potty Pigeon** and **Grumpy Gumphrey – Super Sleuth**. Peter has produced **Wanted – Monty Mole** and **Sam Stoat – Safe Breaker**

DEATH WISH 3

First of all though, he has to locate that weapon. Thankfully, that's not too hard a task, since the bottom half of the screen is taken up with a compass, a map, and a panel indicating the type of weapon you are currently holding and how many shots you have left. The compass shows the four cardinal points – North, South, East and West – and the appropriate point will flash according to which way you are facing. The map shows your position in the area in general by a small floating blob and extra weapons are indicated by pulling back, or pushing up the



joystick to change his direction, and carrying on around the block (as our American cousins would no doubt put it).

Eventually you'll find a door to the building you're passing. Enter it by pressing *Return*. Once inside you can search around until you reach your new gun and then carry on with the important business of knocking off the thugs. Incidentally for extra points thugs can be knocked off from inside the buildings by firing through the windows. Also to be knocked off, or just blown up, are tables, chairs and the odd TV set, none of which give you any sort of points score whatsoever, but provide a few seconds of light entertainment.

Not that **Death Wish III** needs moments of light entertainment. It has plenty of excitement in its own right. The baddies come along thick and fast, and the multiple weapons each produce differing effects. An ordinary pistol just knocks the guys over and leaves them in a heap on the floor. Your actual bazooka reduces them to something unrecognisable. Very gratifying.

There are also diversions: hookers, who try to tempt Charlie into things Jeffrey Archer never did, old grannies who get mugged and then fight back viciously using handbags and feet in a shocking display of violence against the younger members of the community. Medics run across the screen, defying bullets to drag the wounded off to recover in hospital.

Then there are policemen. The cops are there to help, but the odd one tends to get into the line of fire, and when such a thing happens, and a cop gets wasted, then you're in trouble. Police being the vengeful creatures that they are, you may well find that there's an extra gang chasing you, and this time, they're in uniform.

There's no denying that **Death Wish III** is a nicely put together game, it looks good, and the 128 version features some really *Death Wish* music (courtesy of Ben Dalgleish) but the gameplay is actually rather standard stuff.

And it is mind-bogglingly violent – and you maybe think that's a problem. Or not. Whilst reducing people to lumps of meat seems great fun to begin with but after a while, it's just more of the same. Which psychologists will no doubt reckon is a bad thing.

Whilst the map was an impressive idea, I found it hard to work out which way to turn, and lingering over a decision of that kind tended to leave me badly battered, since the thugs don't wait for you to move before they get in there and kick the hell out of you. It's also difficult at times to tell your character from the mob that surrounds you, so escape is quite difficult.

I've no doubts that **Death Wish III** will sell like the proverbial hot cakes because it promises lots of violence, but I'm not sure that that is going to prove as absorbing as Gremlin seem to think. And the game, ultimately, is neither state-of-the-art nor hugely original■

FACTS BOX

Outrageously violent with occasional touches of humour. Not enough gameplay variety to hold interest, though

DEATH WISH III
Label: Gremlin
Author: in-house
Price: £7.95
Joystick: various
Memory: 48K/128K enhanced

Reviewer: Tamara Howard

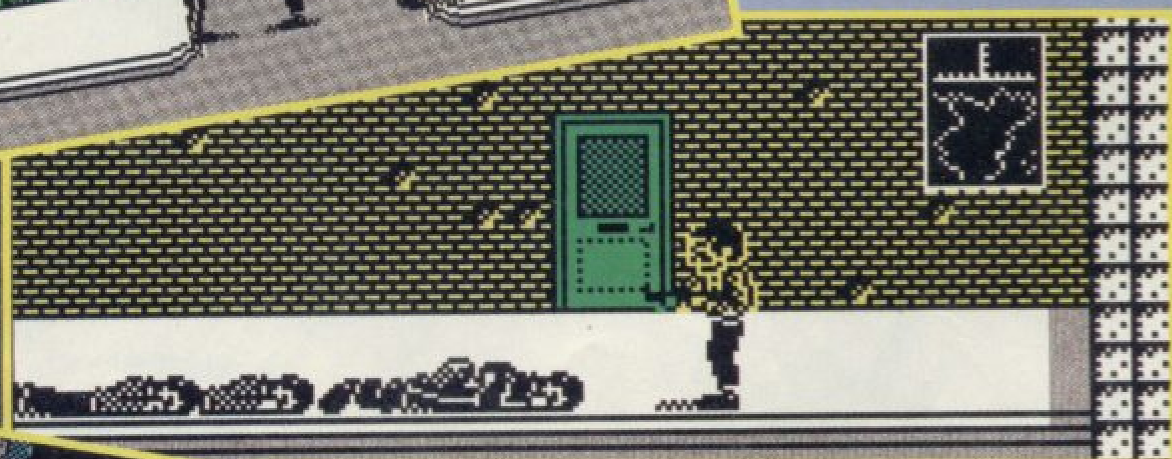
★★★★☆
★★★☆☆ 7

HINTS AND TIPS

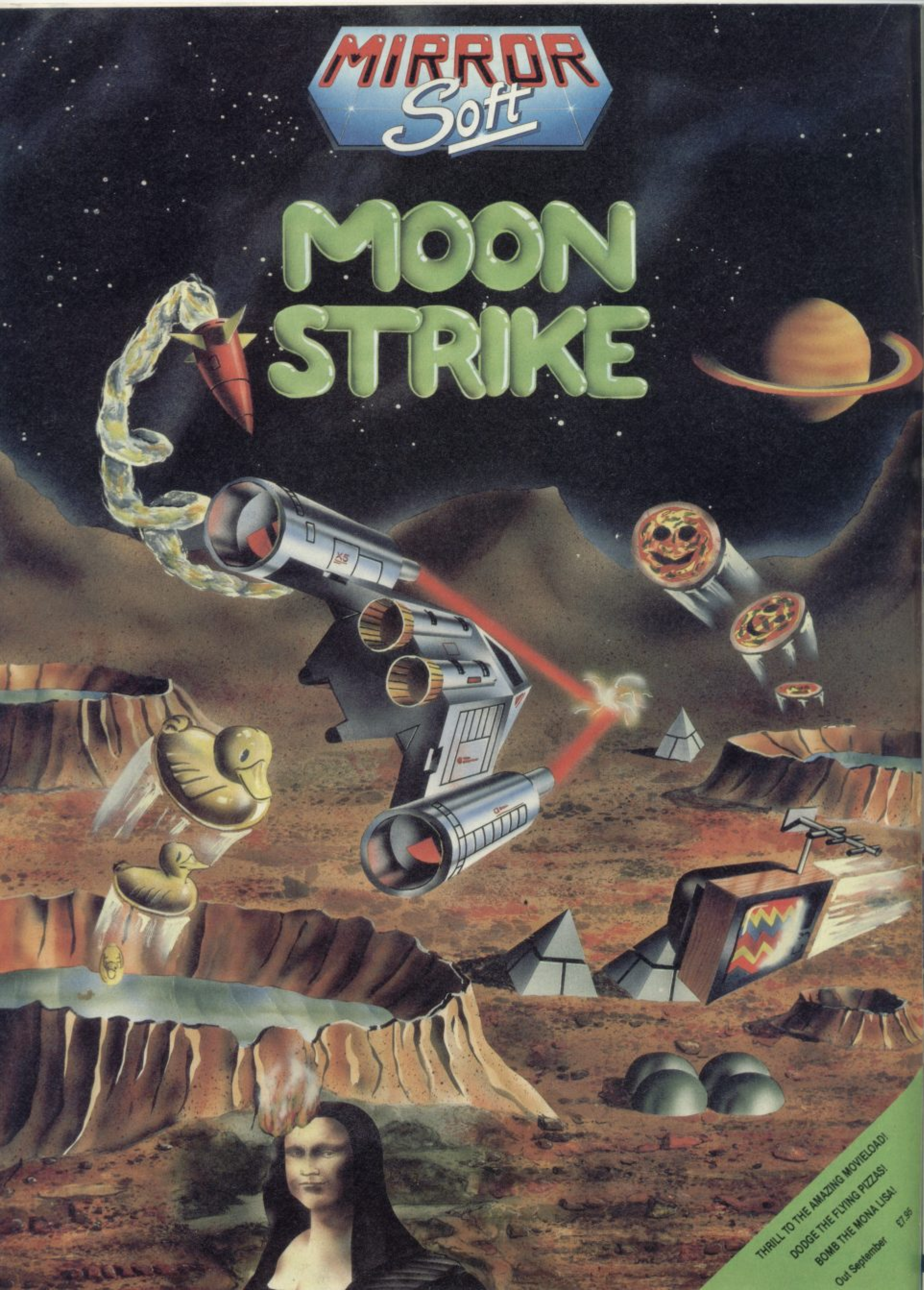
- Kill anyone with a club, anyone with a DA, anyone who looks mean, nasty, hairy or just plain anti-social
- Don't kill anyone with a handbag, anyone who stops and waves their skirt in your direction (is this sexist, or what?), anyone who looks remotely like a policeman, anyone who *is* a policeman, or anyone who drags dead bodies off the screen
- Fire through windows whenever you can, you get more points and you get a nifty gun sight to play with for a bit
- Shoot tables, television sets and wooden chairs: doesn't score you any points, but it's fun
- Keep your eyes on the map for new weapons. If you always head in the direction of the next gun, you can take out the rioters on the way
- Find those gang leaders. Once you've bumped off the gang leaders, the riot will stop
- Watch the computer print-out on the left-hand side of the screen. It'll tell you where the riots are breaking out

ARCADE ★ REVIEW








MIRROR Soft
MOON STRIKE
THRILL TO THE AMAZING MOVIELOAD!
DODGE THE FLYING PIZZAS!
BOMB THE MONA LISA!
Out September £7.95

SINCLAIR User SMASH OFFER

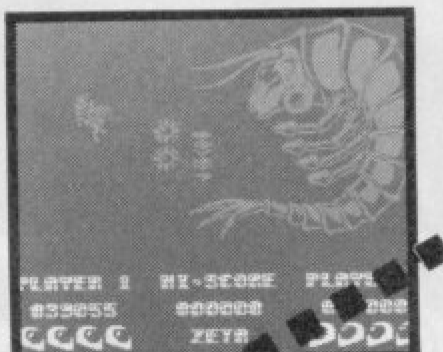


If you had to describe yourself what would you say? Are you:

- *Extremely violent?*
- *A hardened games player?*
- *A regular reader of Sinclair User?*
- *An expert at shoot-outs?*
- *Armed with a good eye for a bargain?*

If you can truthfully answer yes to all of the questions above, *this* is the special offer for you.

Sidewize is the hottest arcade game on the Spectrum for ages. A manic cross between Exolon, Moon Cresta and Jet-Pac with the smoothest scrolling graphics around. It's an all-out blast with multi-level aliens and weapons and enormous monsters to blow away.





SIDEWIZE

And because SU is the roughest, toughest no-nonsense games magazine in the world, Firebird has given us the exclusive rights to a rather splendid deal.

Simply by cutting the coupon, as we're sure you've done so many times in the past, and sending it off to the address shown here, you can claim your copy of Sidewize for a totally loopy price of £6.95 – a full £1 less than any of the other poor suckers who don't read SU will have to pay for it. Ha.

£1·00 OFF SU SMASH OFFER

SIDEWIZE

Send coupon to: Sidewize Smash Offer, Telecom Mail Order, PO Box 394, London N8, along with a cheque/postal order made payable to British Telecom PLC for £6.95. Offer closes September 30.

REBEL

Phew. Imagine a world without mirrors. Wouldn't it be terrible? You'd have no way of ensuring that you'd got that last blob of shaving foam from behind your ears, or your mousse had made you look quite as attractive as the ad had promised. And more importantly, Virgin wouldn't have come up with *Rebel*, its totally wonderful new strategy/arcade/tank game reviewed on page 56 this month. And without mirrors, we couldn't offer you this totally brilliantly amazingly astoundingly incredible once-in-a-lifetime offer. Lord knows, "It's all done with mirrors, mate!" is what everyone says in a tone of astonished admiration when you ask them the question: "How on earth does SU come up with its unbelievable money off coupons, then?"

Quite. We're all very much into mirrors here at SU. In the Hall, the Bathroom, the Kitchen, the Bedroom and especially in games. That's why *Rebel* appeals to us so much. It's all about bouncing laser beams off a series of mirrors in order to escape an enemy maze.

And being such fans of the game, we thought it only fair to offer you the chance of picking it up for a mere £7.95, that's £2 less than the rrp.

An offer too good to miss. Reflect upon it.

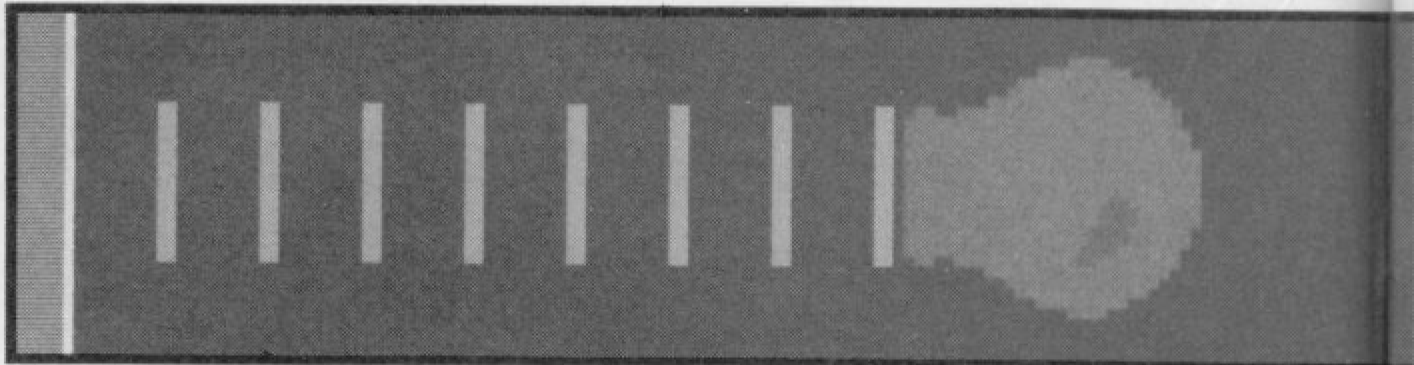


£2·00 OFF SU SMASH OFFER

REBEL

Send coupon to: Rebel Smash Offer, Virgin Games, 2/4 Portobello Road, London W11 2DX, along with a cheque/postal order for £7.95. Offer closes September 30.

ADVENTURE REVIEW



Stifflip &

Stifflip & Co from Palace is set just after the First World War, at a time when the Empire was still strong, when men were men and sheep were frightened, when cricket was the only sport worth mentioning, and Nanny's word was law.

All should be peace and harmony, but there are those who wish to change the order of things, even to the point of altering the balance of a cricket ball. Yes, Count Cameleon, Master of Disguise, has perfected his Rubbertronic Ray, and is out to destroy the natural order of things and undermine the establishment. And it's up to you to stop him.

The game features four characters, anyone of whom may be played by you at any point. Viscount Sebastian Stifflip is the hero, surrounded by his trusty companions, Palmyra Primbottom, Professor Braindeath and Colonel R G Bargie . . . Each character is equipped with different objects and has different abilities. Palmyra's not too hot when it comes to fighting, so if she gets involved in a bit of a tussle, the best thing to do is swop over and let Stifflip take over.

Stifflip, the game, is a multi-load affair, but you only get on to the second load if you succeed in getting all four characters to the end of the first. The 48K version has no sound, but the 128K has some wonderfully bizarre effects like monkeys chattering in the background.

It's more of an adventure than anything else, and is played using the icons to represent the usual adventure game commands. The screen is divided roughly into thirds. In the middle are two small pictures, one showing where you are, one showing where you've just been. As you move, the pictures peel off, like pages

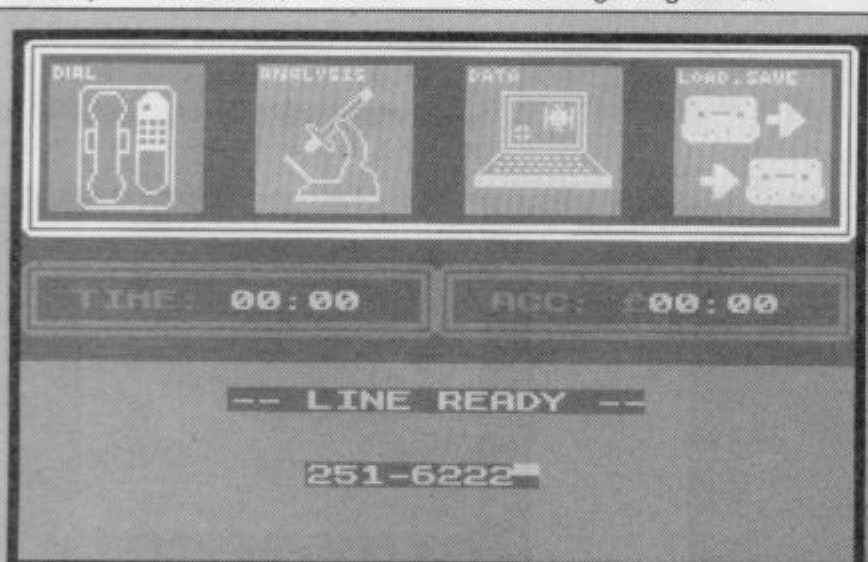
FACTS BOX

Visually impressive and entertaining adventure game, well worth a look. The many in-jokes could get a bit tedious though

STIFFLIP & CO
Label: Palace
Author: Binary Vision
Price: £9.99
Joystick: various
Memory: 48K/128K

Reviewer: Tamara Howard

★★★★☆
★★★★☆ **8**



SATCOM

Satcom is a really rather neat adventure simulating hacking into various government and defence establishment computer systems.

Someone has taken control of a laser-armed satellite and is using it to wipe out other satellites and to stop them you've got to 'hack' into the computer controlling the satellite and start its self-destruct mechanism.

All you are armed with in the beginning is a computerised communications set-up and a single phone number of Global Atmospherics UK, a company involved in weather satellites. The FBI has been contineually drawing a blank in their investigations of the company and now it's up to you.

The process of cracking the codes is very interesting. Having connected with your target computer, you can hang up the phone and stick the squeeks and whistles through your analyser which, for reasons that are not exactly crystal clear, is then able to hint at the computer's access codes. These hints take the form of the first three digits of the code followed by some considerably more vague information about the final three digits.

The screen layout is very, um, orderly, bearing very few frills. You flick through the icons using the space-bar and select them with the *Enter* key. Some of the frills which have been included tend to become a little irritating after the first few games. The way in which the screen draws itself up, for example, is fairly interesting the first time you see it, though if you have returned to the menu as a result of a silly mis-dial, it's a trifle annoying.

Nevertheless it's an excellent budget game with surprising depth. It should keep even the most competent hacker amused for a day or three■

FACTS BOX

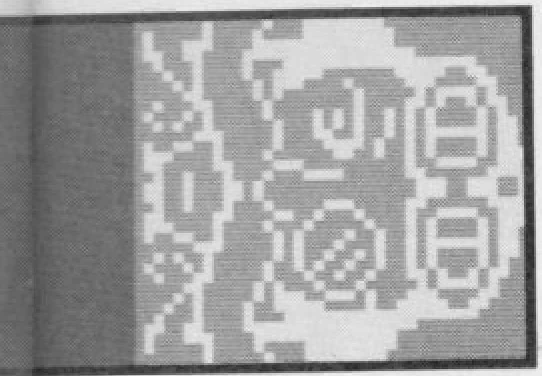
Budget attempt at mysterious complexity. Fairly difficult, and involving a bit of thinking here and there. Worth two quid

SATCOM
Label: Atlantis
Author: in-house
Price: £1.99
Memory: 48K/128K
Joystick: various

Reviewer: Tony Dillon

★★★★☆
★★★☆☆ **7**





Co

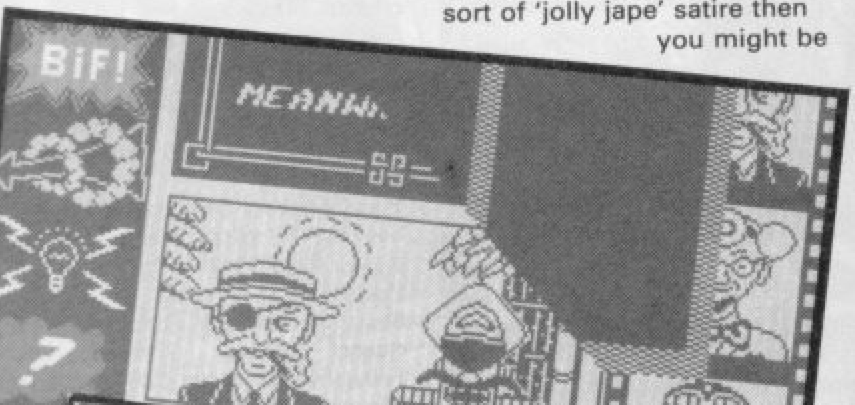
of a book turning over, the top picture disappears, the bottom picture moves into the top slot and a new picture appears at the bottom. The right hand side of the screen shows the command icons, using daft terms eg Chinwag means talk to or trade with, Fisticuffs means fight, Beetle off means move somewhere else. On the left side are three characters not currently playing.

This is no ordinary adventure. It's an extremely clever, thoroughly outrageous and very sophisticated mickey take of the terribly-British way of life at the beginning of the century.

And that could well be where it will fall apart. If you've seen old films from that era, and know the banter you're going to find **Stifflip** very funny. If, on the other hand, you aren't in the slightest bit interested in that sort of 'jolly jape' satire then you might be impressed by the graphics (which are marvellous) and puzzled by the problems themselves. And you'll soon probably get tired with the rather childish in-jokes which run through the game.

I can see how the game could get you like that. However, I found it all great entertainment. It's terrific visually, the puzzles were hard, but not so hard that it's impossible to get anywhere, and Fisticuffs mode proved to be a real laugh. It works like this. Every time one of Count Chameleon's henchmen appears on screen, they will pick a fight. Enter Fisticuffs mode. You then have a choice of left or right punches, white feather (running away) or hitting below the belt (which is very effective) if unsporting. You select the punch you want, wind up the rotating arm in the middle of the screen to build up strength, and aim your punch by positioning a crosshair in the centre of the moving target at the bottom left-hand side of the screen. Press *Fire* and your punch will be thrown.

Stifflip has got to be worth a look, even if you're not normally a fan of adventures. It's beautifully drawn and great fun to play, but watch out for appalling jokes■





PROGRAMMERS

PAUL NORRIS (left), responsible for game design and coding the C64 version. Began with Thorn EMI and joined Electric Pencil Company before leaving to form Binary Vision with Rupert

SOFTOGRAPHY: **Ice Palace** (*Mastertronic, 1984*), **Fourth Protocol** (Century, *1985*), **Zoids** (*Martech, 1986*)

RUPERT BOWATER (right), responsible for game design and coding the Spectrum version. Like Paul he workd for Thorn and EPC before Binary Vision

SOFTOGRAPHY: **Fourth Protocol** (Century, *1985*), **Zoids** (Martech *1986*)



TWILIGHT

ORIENTAL HERO

ARCADE Label: **Firebird** Author: **Tron** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Follow-up to the very appalling Ninja Master. This one's so fast there's more luck than skill involved

Ah soo! Ret us return to ancient times, glasshopper, to a far off legion in Outer Mongolia where a stlanger has appeared and is after the title of Supleme Oliental Combat Master. Tly saying that with a mouth full of No 47 soy sauce. You are that masked stranger, and you must fight your way through four rounds of intense combat training. At the end of each round you'll fight one of the masters but unfortunately you only have an armoury of three kicks to help you win through and basically you've got no chance.

This follow up to Ninja Master – probably the most successful trash title of all time – is all so fast, though, that winning starts being a matter of luck■

★★☆☆☆ **4**

LEARN CHESS

WORKOUT Label: **Coxsoft, 31 Fullwell Avenue, Barkingside, Ilford, Essex** Price: **£6.95** Memory: **48K/128K** Reviewer: **Gary Rook**

Very worthy, but dull. Could help a supervised novice, but of questionable value on its own

Learn Chess is a difficult program to review, because it's a computer-basing training course aimed at teaching the rudiments of chess to novices. Oh, boorinnggg Neil, I can hear you chorus – and yes, to an extent you're right, Learn Chess is a bit boring. But if you don't know how to play chess and you want to learn, then this could be useful.

On the basics of chess, it's very comprehensive, and gives a very good run-through of board notation, the moves the various pieces are allowed to make, and peripheral things like the use of chess clocks and chess etiquette. The whole purpose of the program is to teach a novice enough to be able to understand what is going on when he or she joins a chess club – and here is the program's basic flaw. It assumes that the purchaser is a novice with that single ambition.

It seems to me a decent basic chess book could be better■

★★☆☆☆ **4**

TIME FLIGHT

ARCADE Label: **Power House** Author: **Stephen J Tatlock** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Quite a step down from the illustrious Stephen Tatlock's earlier Agent X. Avoid this one

Welcome to my time machine. In it I will transport you back to the days when the BBC machine was in its heyday and when programs weren't very good.

Now after many years and for reasons which entirely escape me, one such game has been converted to the Squishboard in the guise of Timeflight. Written by Stephen Tatlock (he of Agent X fame), it places you in the position of a pilot lost in time who, by a series of time warps has to get back to his (or her) own time. The plane is shown by an overhead view and you have to collect letters to spell out the word WARP to get onto each next sheet.

Right, that's it. I can't write anymore. I really can't! To write more I'd have to play it again and if I play it again I'll go mad . . . maaaad!!!■

★☆☆☆☆ **2**

BOULDERDASH II

ARCADE Label: **Prism Leisure** Author: **Peter Liepa** Price: **£2.99** Memory: **48K/125K** Joystick: **various** Reviewer **Tony Dillon**

An excellent reproduction of a berrilliant game. Buy this on pain of missing owe of the decade's best

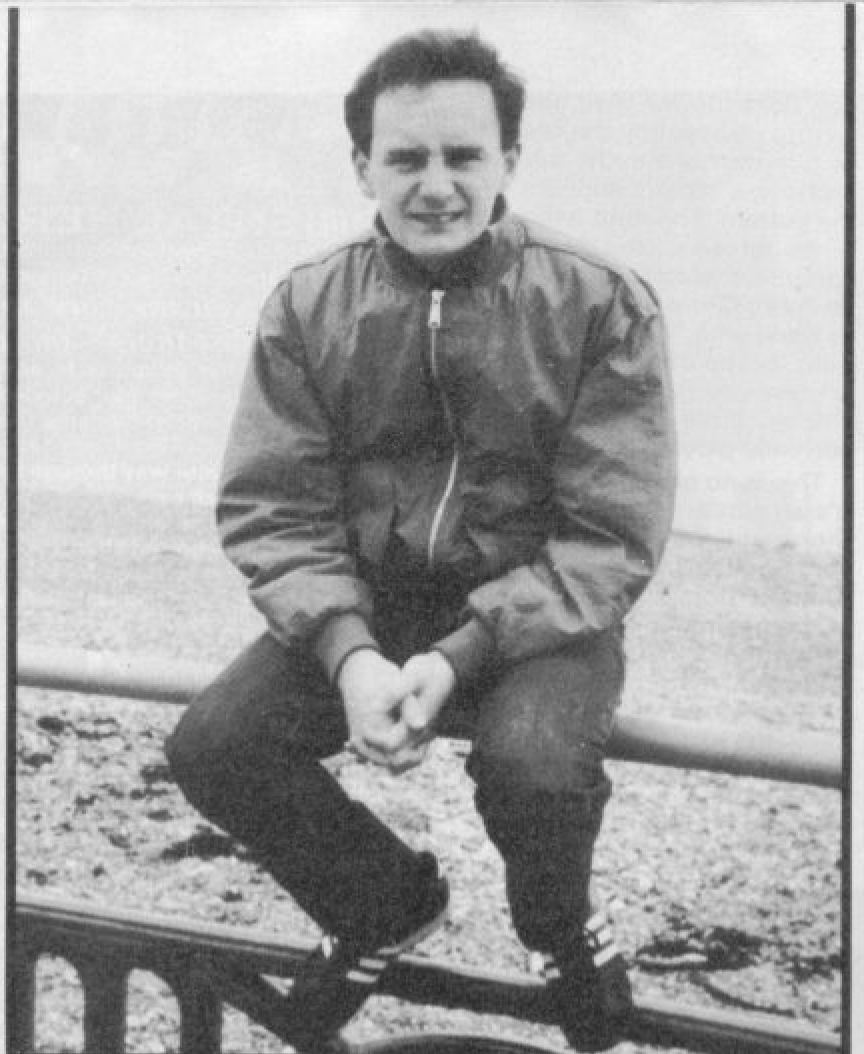
Boulderdash was always one of my all-time favourite games – purely for it's playability, so I was worried that with today's modern programming standards, it could have lost some appeal. Well, let me say that programmer Peter Liepa has done an excellent job at recreating prehistoric programming techniques.

For those of you who have (a) just been born, (b) live in Somerset or (c) have had their head down an Amstrad for the last five years, here is a run-down of the basics of the game. Rockford, the hero, must rush around twenty consecutive screens collecting gems. When he's collected the required amount the exit to the next cavern will be opened. Sounds easy enough doesn't it? It ain't – it's fiendish■

★★★★☆ **8**

ZONE

C.O.D.E. T.A.L.K.



IAN McCARDLE

Martech's blue-eyed programmer at the moment is Ian McCardle, author of the extremely 3-dimensional Catch 23**. We ran the programmer in question to ground in a safe-house on the south coast. We talked about such diverse topics as sports sox, fluoride toothpaste and HP sauce . . .**

In the beginning sort of stuff, how did you first start programming?

I did a degree in Computer Studies. It would have been a bit daft to go and work in Sainbury's after that.

Quite so. Is there anyone around at the moment that you particularly admire, anyone who inspires you?

No one person in particular, but I'm a great fan of anything that's by Level 9 or Ultimate.

I see. On with the serious stuff. Food.

Like it. It's good stuff. Especially kebabs followed by moussaka. Or anything covered in HP Sauce. There's nothing to beat the taste of HP. All washed down with cider, preferably scrumpy.

Oh. Leading on from that (No it's not, that's a complete lie — Ed), where do you buy your underpants?

I don't.

What, you mean you don't wear . . . ever . . .?

No, I mean they're bought for me. They just turn up in the drawer and I put them on. I always think it's best not to get too involved with that sort of thing.

Any other sort of clothes info?

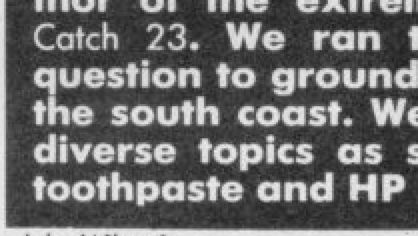
Sports sox. I like comfortable socks but I find it difficult to get hold of them. So when I get a good pair I tend to wear them to death.

(Gulp). Anything you don't like?

Hats. And John Wilson.

John Wilson?

Guy I work with. Are you listening to me Wilson? You really get on my nerves.



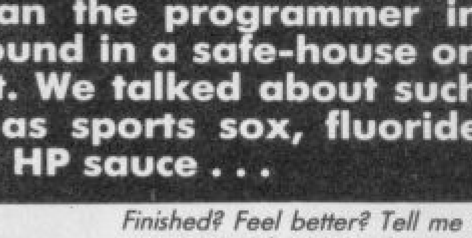
▲ Eddie Kidd's Stunt



▲ Catch 23

Finished? Feel better? Tell me about music, what sort of music are you into?

Believe it or not I used to be a punk. One of the real chains and safety-pin mob. I had black and gold streaked hair. God, I must have looked a sight. Nobody believes me when I tell them now.



▲ Geoff Capes Strong Man

I'm not sure that I'm convinced either, but there you go. Are you still a die-hard punk today?

No I'm not. I've mellowed into a sort of *Eurythmics*-type person. I'm also quite into *Dire Straits, 'Money For Nothing'* is one of my favourite videos.

Talking of records, what record are you most embarrassed to own?

I actually won a competition on the back of a Pink Panther chocolate bar once, and the prize was a choice of four records. They were all pretty dire really, but I eventually discounted *Kratwerk, Mudd* and *Wizard* in favour of *Blockbuster* by *Sweet*. I always wondered whether or not I made the right choice.

I reckon you probably did. Talking of sweets, what's your favourite toothpaste?

Mentadent P, anything with heaps of fluoride. I'm worried about my gums you see. If your teeth go you can get a new set, but if your gums go, well there's no chance of a new lot out of the NHS.

Thoughts on Oliver North?

Guilty as hell, but good entertainment.

Any other forms of entertainment you enjoy? Any games you still play?

Yes, I love Elite**, although I only ever play the BBC version. And I rather like** Thrust**. I'd rather watch the telly though. *Black Adder*, or a good soap opera like *Neighbours* or *Coronation Street*. And I can't stand *Benny Hill*.**

I knew you had taste. And finally, just to prove that we have no taste whatsoever, how would you most like to die?

Can't say as I'd thought about it really. But quickly I suppose, in the pub. Yeah, I'd really prefer to die in the pub . . .

And so we left Ian McCardle, quietly dreaming of scrumpy, fluoride toothpaste and Pink Panther chocolate bars (remember them? No — neither do we), and we wondered, why are all computer programmers so strange, why do they all wear jeans and sneakers, and why do they never buy their own underpants?

SOFTOGRAPHY: Eddie Kidd's Stunt Challenge (*Martech*, 1984), Brian Jacks' Superstars (*Martech*, 1984), Geoff Capes — Strong Man (*Martech*, 1984), Planets (*Martech*, 1986), Catch 23 (*Martech*, 1987).



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Britains most notorious nipper is deported to Australia
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On the ground, in the air, you can't keep a mischief maker out of trouble and with all those pretty air hostesses around ... well what do you expect.
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SU PRESENTS . . .



NEW YORK.
...WE MUST ASSUME THE BEAR IS NOW FREELANCE...
THE NATION'S SECURITY IS UNDER THREAT GENTLEMEN. THE PRESIDENT IS CONCERNED. I AM CONCERNED. WE MUST ACT IMMEDIATELY.
TYPE OF ACTION, SIR?
TERMINATION. JUST TO BE ON THE SAFE SIDE.
PARDON ME, SIR, BUT EXACTLY HOW DANGEROUS CAN THIS CHARACTER BE?.. AFTER ALL, HE'S ONLY ONE BEAR...
"TAKE A CLOSE LOOK AT HIS RECORD, AGENT... TRAINED IN THE MARTIAL ARTS SINCE HE WAS A CUB...
THREE TOURS OF DUTY IN VIETNAM... AFTER WHICH HE BECAME ONE OF OUR MOST VALUED OPERATIVES...
HE BATS A THOUSAND EVERY TIME... DON'T EVER UNDERESTIMATE THIS BEAR...
HE HAD THEM EATING OUT OF HIS PAW DURING THE RECENT CONGRESSIONAL HEARINGS IN WASHINGTON..."
WE HAD HIM PUT UNDER SURVEILLANCE FOLLOWING HIS TESTIMONY. SEEMS HE DIDN'T WANT TO WAIT FOR THE OUTCOME. DISAPPEARED TWO DAYS AGO... AND RIGHT NOW HE'S OUT THERE...
LIKE A GRENADE WITHOUT A PIN.
WE BELIEVE HE COULD BE IN EUROPE. FIND HIM...
BECAUSE IN HIS CASE... ONE BEAR CAN MAKE A DIFFERENCE!
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WANTED
'KAMIKAZE BEAR'
PHOTO BY THE LATE G. SMITH.
ARMED AND DANGEROUS
IF SEEN, DO NOT APPROACH UNDER ANY CIRCUMSTANCES. REPORT THE SIGHTING TO YOUR LOCAL OR STATE LAW ENFORCEMENT OFFICERS. A REWARD IS OFFERED FOR ANY INFORMATION THAT MIGHT LEAD TO THE APPREHENSION OF THIS BEAR.

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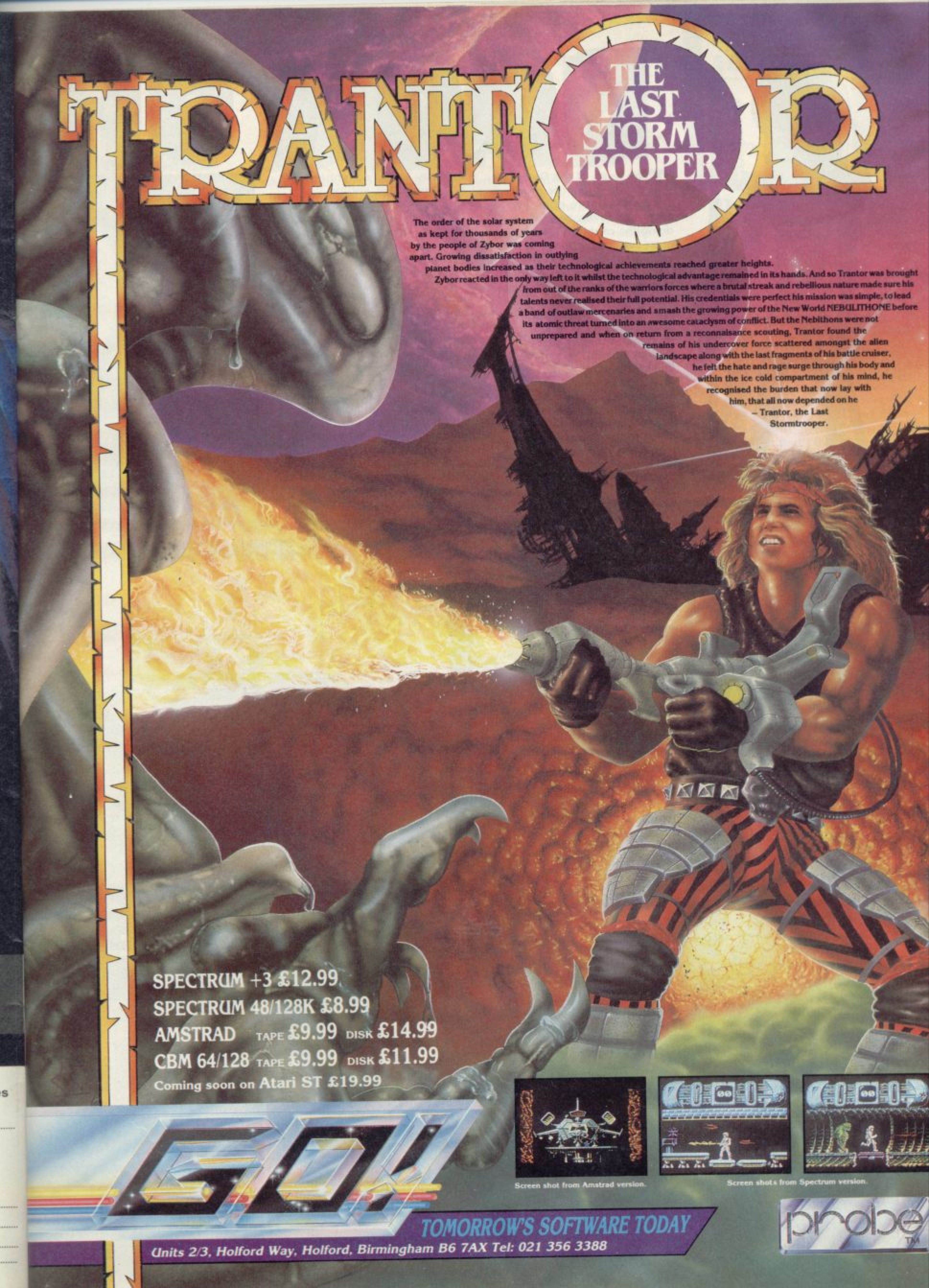
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probe

BOOK OF T



The **Book of the Dead** is a fascinating little program with a lot to offer any adventure lover, and CRL is doing the problem solver a great service by bringing it to a wider audience. I say bringing it to a wider audience because this is not the first time I've seen this program. It first landed on my desk a few months ago, with a hand-drawn cassette insert. Ho hum, I thought, just another **Quilled** adventure. Not so, I quickly discovered! Essential Myth, the original crew that perpetrated this title, has managed to produce a challenging adventure with a much more interesting plot than most.

If it's so ruddy good, why didn't you review it last time around instead of making us wait for CRL to snap it up, I hear the assembled multitude cry? Simple – it had some rather odd little bugs in it – in a certain location, if you did something that you weren't meant to do, the characters were replaced by black squares. Not too playable. However, you can bet your watusi that was one of the first things I tried, and, lo and behold . . . Now all is cured, and I finally found out what God really had to say . . .

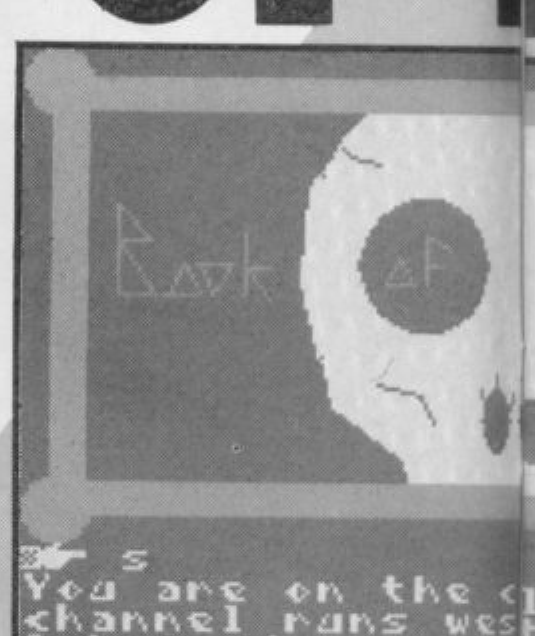
Anyway, enough wittering. You (yes you, pay attention) are Kteth, a minor Egyptian deity with the head of a falcon, which, in Ancient Egypt, was a good sign. Your daddy, Set, has murdered Osiris, head honcho in God-land, in the hopes of taking over the place; such is not to be, though, and the sins of the father have been visited upon the child – you've been kicked out of heaven. Your only chance to regain your Godhood is to solve the problems that face you in this adventure; fail, and tough luck, you're condemned to being a mortal for the rest of your life. And mortals don't have very long lives.

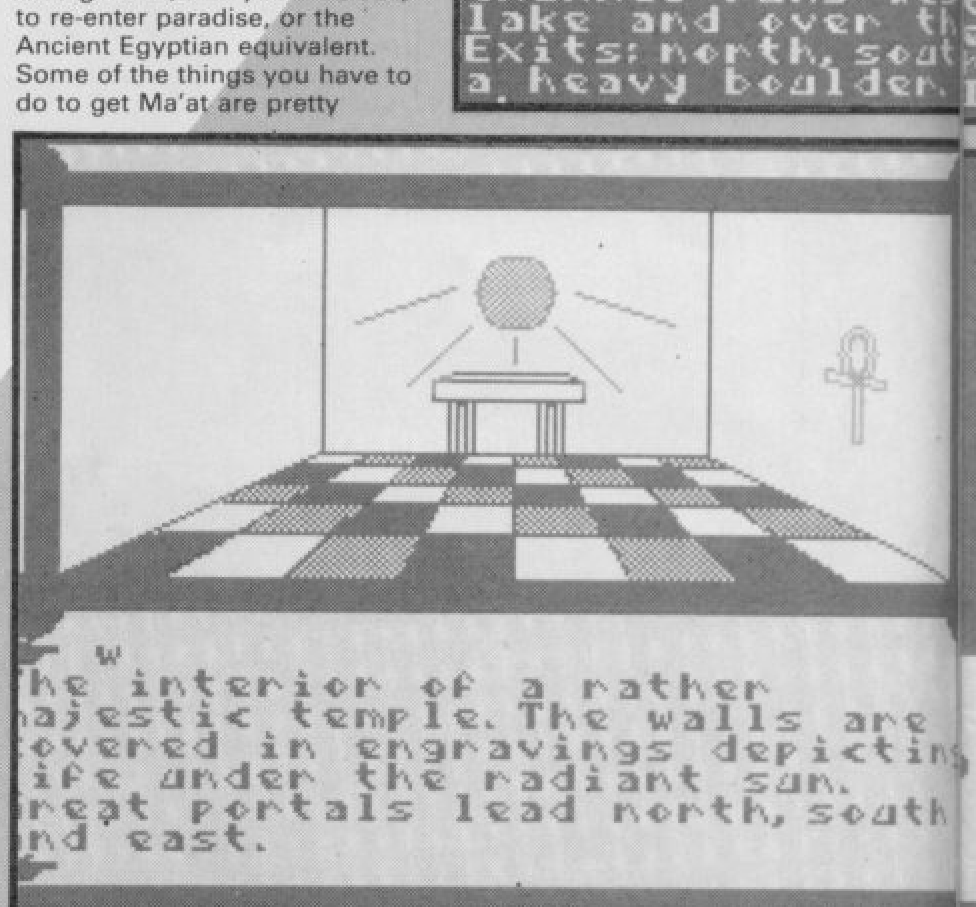
The game is a text and graphic adventure. The text is well designed, with some nice touches, like the key-shaped cursor. The graphics are fairly standard, although some locations, like the temple, are better than averagely depicted.

As you journey about, you are trying to score points and achieve Ma'at. Quite what Ma'at is, I haven't been able to work out, but I think it's like mana – magical/mystical strength. Get enough of it, and you'll be able to re-enter paradise, or the Ancient Egyptian equivalent. Some of the things you have to do to get Ma'at are pretty



PROGRAMMERS
LEE HODGSON, MARK DAVIES and **ANDREW DEAN** – otherwise known as Essential Myth – wrote Book of the Dead as a team effort, with all three mucking in on design, coding and graphics. The program is the first they have written that has been published commercially





FACTS BOX

Two very decent adventures at a bargain basement price. Budget programs at their best – mail-order only, though

CASTLE EERIE/ SHIPWRECK
Label: Tartan Soft, 61 Barlie Norrie Crescent, Montrose, Angus DD10 9DT
Author: Tom Frost
Memory: 48K/128K
Price: £2.95
Reviewer: Gary Rook

★★★★☆
★★★★☆ **8**

CASTLE EERIE

Long ago, when the world of adventure games was young, there was a trilogy of adventures called the **Ket Trilogy**.

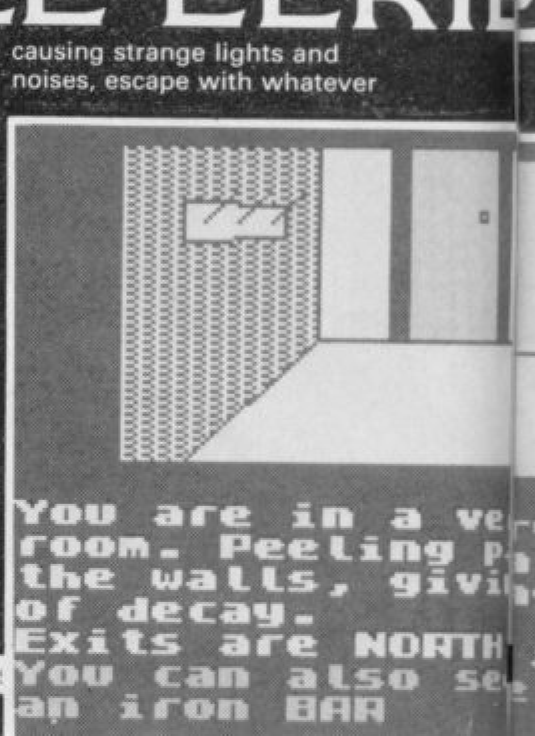
And lo, Incentive Software did promise great rewards to the first being to solve all three: many tried, but none didst succeed, and there was a wailing and a gnashing of teeth. Until, from the frozen lands to the north there came a hero, Tom Frost by name, who didst vanquish the trials of Ket: and he didst bear away the sacred video recorder unto his homeland . . .

And if you think that little excursion into the mists of history isn't relevant, yah boo sucks to you because it is. The two adventures reviewed here – **Castle Eerie** and Shipwreck – both on one tape – have been written by that same Tom Frost and, judging from what I've been able to see of them so far that wily Scot hasn't lost the touch that made him arguably one of the country's greatest adventurers.

Both programs were written with the **Quill, Patch** and **Illustrator,** which Tom acknowledges, and the package is priced accordingly.

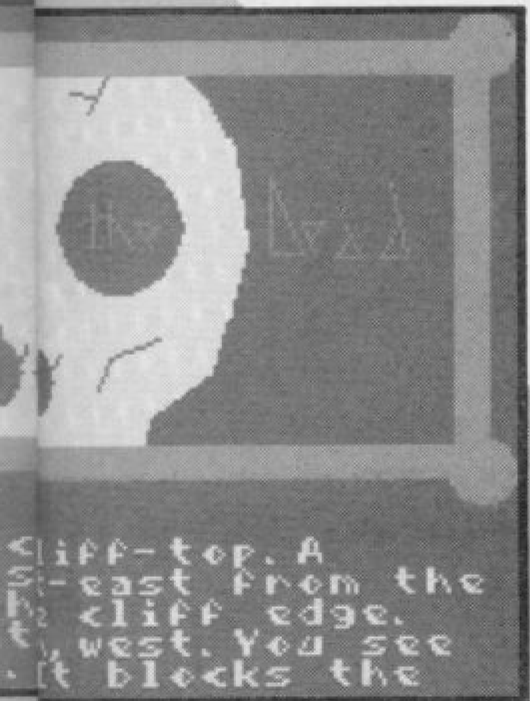
Castle Eerie casts you as a sort of James Bond. Your task: to penetrate the defences of the aptly named Castle Eerie, somewhere in the wilds of Scotland, find out who is causing strange lights and noises, escape with whatever

Castle Eerie ▶



THE DEAD





Ancient Egyptian – just think in terms of primitive farmers and you'll know what to do with the sheep, for a start. Other problems, though, have less relevance to Egypt. There is what looks suspiciously like a TV in one of the screen shots on the packaging, and another shows a very modern looking street. I haven't been able to visit these locations myself yet – I suspect they're in part two of the adventure, and, as usual with two-part adventures, you can't get into the second part without the code word which you get from solving the first part and I'm too dim to solve the first part and I'll never make it as a godling, even a minor one...

I like what I've seen of this game so far. The problems fit together well, and there's a refreshing absence of any need to kill things, which you find so often in adventure games, especially one's which arm you with a knife in the first location.

Actually, the knife is for a very logical task early on in the game. Admittedly, there are the by now fairly standard touches which you tend to find in too many programs; the cliff, the rope, the hermit etc. But in the main the game has an originality that makes it a cut above the usual fodder you get. I think CRL has got a winner here, although I'm a teeny weeny bit doubtful about the price – I think it could be a quid or two lower. Still, on reflection, I have to admit that I think it's well worth it, even at £8.95■

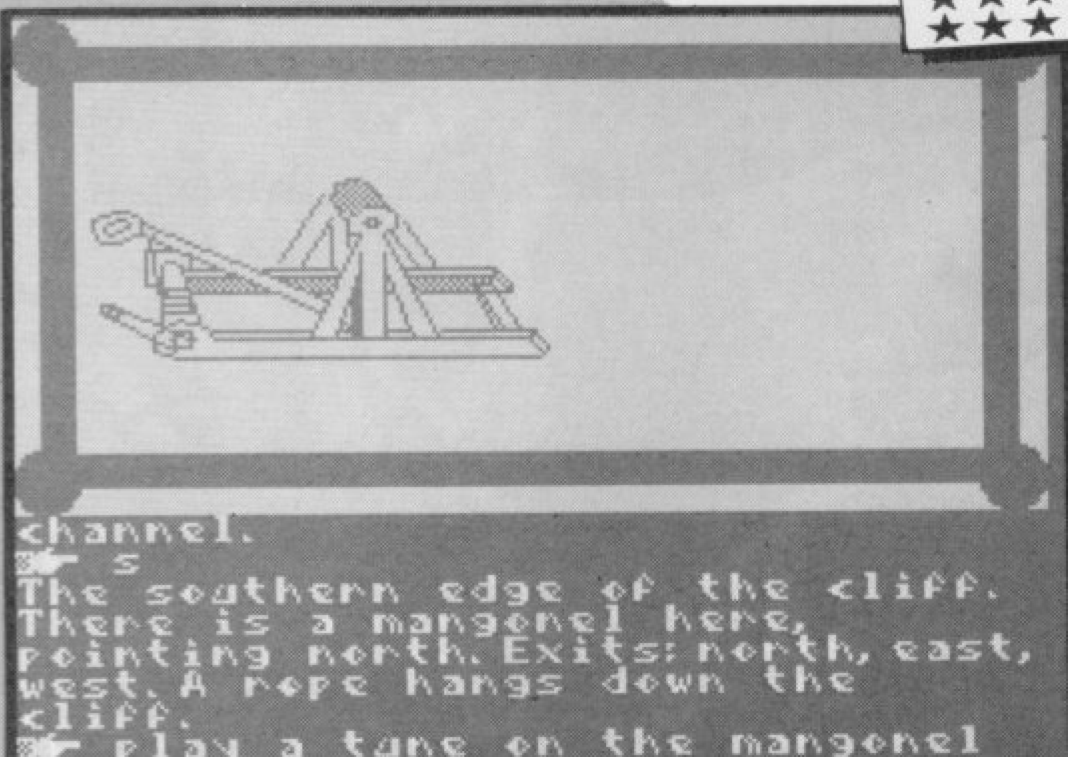
FACTS BOX

Text and graphic adventure with zip and originality. Any game where you start off in an egg has to be good!

BOOK OF THE DEAD
Label: CRL
Author: Essential Myth
Memory 48K (two *Loads*)
Price: £8.95
Joystick: none

Reviewer: Gary Rook

★★★★☆
★★★☆☆ 7





E/SHIPWRECK

evidence you can find, and get back to civilisation and call in the police sort out the villains.

You begin outside the castle door. It's locked, so you have to find an alternative way in.

Once inside, be careful. There are various nasty little traps which will bring armed guards down upon you like the proverbial Assyrians, and that will be the end of your investigative career. Don't open the door unless you've done something about the alarm; and don't fiddle around with the grandfather clock.

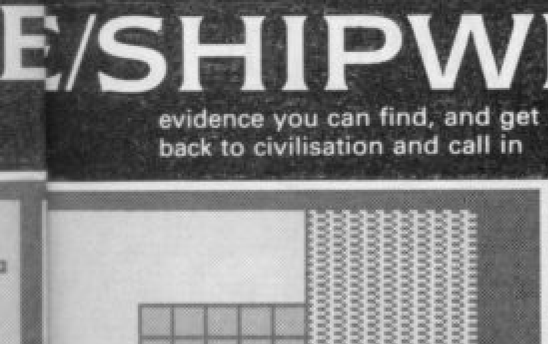
Apart from that, you have other problems facing you, some more difficult than others, but all challenging and interesting.

In **Shipwreck**, you have a rather different plot. You've saved all your money and sent yourself for a nice long restful South Pacific cruise. It's a beautiful sunny day and the small fire in the engine room is absolutely nothing to worry about . . . or is it?

Well, yes, it is actually. And if you don't work out what to do pretty soon, you're going to find yourself doing the dog paddle in a shark infested ocean.

You can't get into the life boat. You can't get hold of a life belt. You can't go on to the bridge without a signed permit, and where can you get one of those? The ship's shop sells maps, but you don't have any money, which means that you can't have a stiff one at the bar either. And for some reason, the steward refuses to let you into the lounge or the dining room. Perhaps you're not a first class passenger? Or – horrors – maybe you need a tie. Watch out for the swimming pool – otherwise you hit your head and end up in the sick bay; not the right place to be if the ship is about to go down. Then again, perhaps it is – what could that nurse do for you?

Both programs are excellent examples of good old fashioned adventure writing. No frills, just solid problems tied together with a decent plot. The graphics are more than adequate, although I got a bit tired of the deck scenes in **Shipwreck** – one promenade deck looks very much like another■




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BE A REBEL — WIN A TANK!

In the annals of SU history possibly the most successful competition we ever thought of was the Wild Willy win a radio-controlled jeep extravaganza.

Not content with doing something right once we decided we'd do it again but Bigger, Better! More tank orientated! Harder!

In celebration of Virgin's jolly original *Rebel* game we have for you the Wild King Tiger Tank Compo!

The Radio Controlled King Tiger Tank will hurled around your living room or garden destroying everything in its path and doing serious damage as you command.

The winner gets the tank and the radio control and battery charger — all you need to get trundling — plus a copy of *Rebel*.

Twenty-five runners up also get copies of the excellent *Rebel* game and fifty more runners up after that get *Rebel* posters — so everybody has some sort of chance.

THE PUZZLE

Now we told you in Wild Willy that we didn't want to give the jeep away and quite frankly we were pretty disappointed when thousands of people came up with the right answer. Obviously things weren't tough enough.

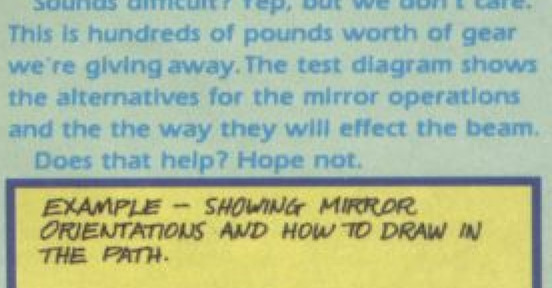
Check this out:

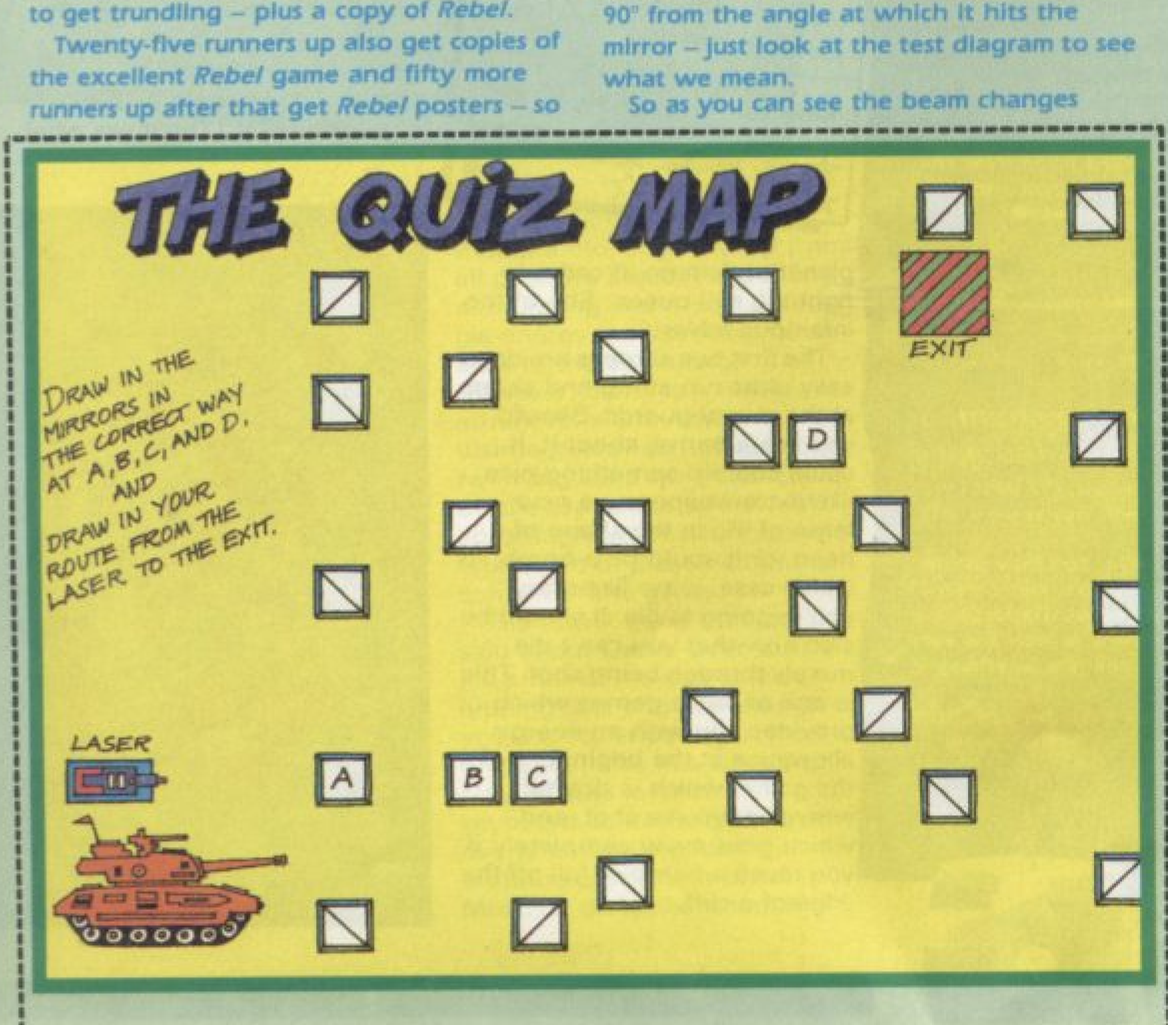
Below you see a map based on the kind of problems you find in *Rebel*. The idea is to find a route from the laser beam to the exit by bouncing the beam on mirrors which are strategically located. The mirror system works like this — the beam bounces off at 90° from the angle at which it hits the mirror — just look at the test diagram to see what we mean.

So as you can see the beam changes direction by 90° every time it hits a mirror. On the main map below there is only one route which will enable you to get the beam from laser to Exit and, guess what, mirrors are missing at A, B, C and D. You have to figure out what the beam route must be and put in correctly orientated mirrors at the four locations.

Sounds difficult? Yep, but we don't care. This is hundreds of pounds worth of gear we're giving away. The test diagram shows the alternatives for the mirror operations and the the way they will effect the beam.

Does that help? Hope not.





WHAT TO DO*

If you think you can work out the route the beam has to take to the exit draw it in on the map layout showing its route and what way each of the four missing mirrors at A,B,C, and D should be slanted.

Now cut out the map and send it together with the completed coupon to Wild King Tiger Tank Compo, 14 Holkham Road, Southate, Orton, Peterborough P62 0UF. Closing date is October 2nd.

Name: ....

Address: ....

....

....

*Virgin and EMAP employees needn't get tanked up — 'cause they can't enter the compo, never, never, never.

TWILIGHT

CRICKET AVERAGES

WORKOUT Label: **South Coast** (1 High Walk, Fareham, Hants PO15 6BS) Price: **£4.95 (cassette), £7.95 (Opus disc)** Memory: **48K/128K** Joystick: **not applicable** Reviewer: **Mike Wright**

Workmanlike cricket stats program. Recommended for cricket pundits everywhere

To me, Summer is the sound of willow upon leather, the voice of Brian Johnson and the drumming of the rain.

It's also the clicking of pens and calculators as cricket devotees calculate the averages for their favourite players. Cricket Averages from South Coast Software, though, now does all that for you.

Averages can be generated for the team, the individual or a summary for all team members. The team averages show the number of runs scored and the average runs per wicket for the team and an aggregate for the opponents. An individual's averages show the name and batting bowling and fielding averages. That's just the basics – there are a host o more complex options.

Although the data input menues are a bit confusing the program doe: what is intended quite well.

Indeed, it's apparently being used by the official Hampshire County CC scorer for their first team statistics!■

★★★★☆
★★★★☆ **8**

MOUNTIE MICK'S DEATH RIDE

ARCADE Label: **Reacktor** Price: **£8.99** Memory: **48K/128K** Joysticks: **various**

An Express Raider look-sound-and-play-alike. Not worth the money

Wow! This is what I've always dreamed of doing. Racing along the top of the train, firing small blobs at large bouncing blobs. Yeah! Woah' Hold yer horses. This is an Iron Horse, trailing across the Canadian Rockies, an' guess what. It's being robbed by none other than the McCluskey gang and you have to go after them. It won't be easy. All kinds of things may happen. You'll go through tunnels. You'll travel between the trains on a pushcart. Your legs will continually change colour. You will probably die, if not from the bullets then from the boredom.

Well, we've had the Nemesis conversion and the Nemesis clones. We've had the Gauntlet conversion and the Gauntlet clones. Now comes the turn of Express Raider. Not good■

★★☆☆☆
★★☆☆☆ **4**

SUPER ROBIN HOOD

ARCADE Label: **Codemasters** Author: **Mark Baldock** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

It's so boorrring! I had to strap myself to my rubber keyboard just to keep playing

Aaahhgg! It's games like this that remind me of what my old granny used to say. "Fred," she'd say (she could never remember my name). "Fred, there's nothing like a good arcade game."

She was right, Super Robin Hood is nothing like a good arcade game. It has all the elements but doesn't quite seem to fit together.

You are cast as Robin Hood, rescuing Marion. No surprises there. And for some strange, possibly warped, reason he has to collect squishy bits of human innards.

Technically it's all well up to Codemasters standard (whatever that means). Terrific graphics, good sound FX, smooth animation and well-planned screen layout. What a shame the game's so useless■

★★☆☆☆
★★☆☆☆ **4**

STAR WRECK

ADVENTURE Label: **Alternative Software** Price: **£1.99** Memory: **48K/128K** Joystick: **not applicable** Reviewer: **Deniz Ahmet**

Reasonable adventure, let down by one-gag humour and poor graphics. Some tricky problems though

Having produced some decent cheapo adventures in the past I was expecting something good from Alternative Software's Star Wreck. What a mistake!

For a start it's about as funny as a motorway pile-up. You play captain James T Cake, of the starship Paralysed, your mission to take a cargo of one Trell and a rigellian Slime Beast to the planet Dandrox.

The game itself is let down mainly by its graphics, which are very simple. Pictures made up from lines which don't look like anything in particular can hardly be called state-of-the-art.

Also Alternative Software doesn't seem to know that the Spectrum can produce sound as there is none, apart from the click of the keys■

★★☆☆☆
★☆☆☆☆ **3**

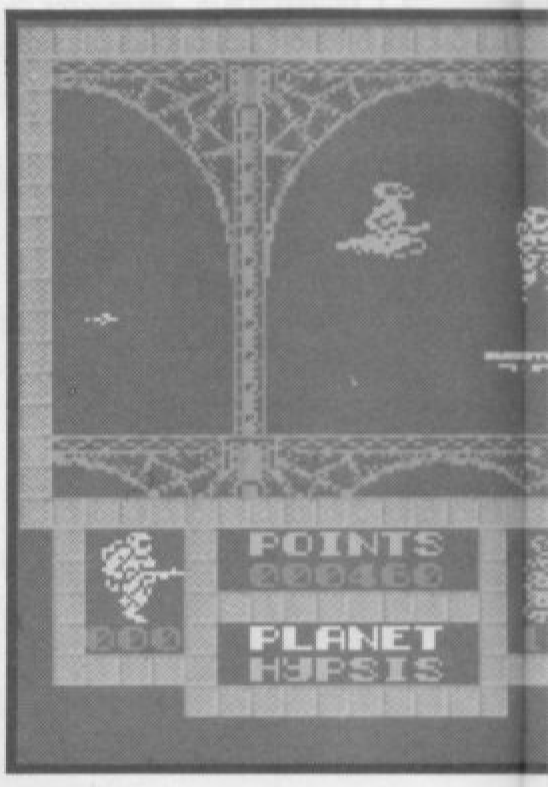
ZONE

GAME

I did so want to like **Game Over** from Imagine. I hated the packaging so much that I really wanted to enthuse rapturously over the game. But I couldn't. I even found it hard to laugh at **Game Over**, and boy, is that serious.

We begin with a left-to-right flipping affair, a space-age prison chock-a-block with robotic guards, apparently flying on legs of lamb. Or perhaps they're cylindrical vacuum cleaners. Anyway, the graphics being somewhat on the small side, it's not at all easy to tell, but they're v. peculiar all the same.

Off you go, the hardy, fully equipped, but not overly bright Arkos, across twenty screens of flippin' good fun (eh, eh) across the hostile planet Hypsis, in order to gain the access code to the even more unpleasant planet of Sckunn in order to fight the evil queen. She of the infamous advert.



The first two screens are dead easy. Just run along and shoot at the meaty guards. Should you see a barrel, shoot it. It could contain something nice, like extra weaponry, a new lease of life in the shape of a heart, or it could be a bomb, in which case, jump like crazy, you're going to die. It should be said now that you can't die merely through being shot. This is one of those games which provides you with an energy allowance at the beginning of the game, which is drained whenever you're shot, and which goes away completely if you touch a bomb or fall off the edge of a cliff.

The third screen is far more difficult. A case of leaping across a void on to two platforms, which bob up and down, whilst being attacked by a throng of robots. It's even trickier than it sounds, and unbearingly frustrating because you keep falling off and dropping dead. Then it's **Game Over** for you sonny.

If you do manage to leap across the void and take out a few more aliens, you come to a charming woodland scene. In screen shots these look pretty good. Nice mountains combined tastefully with big slob monsters. (You'll see what

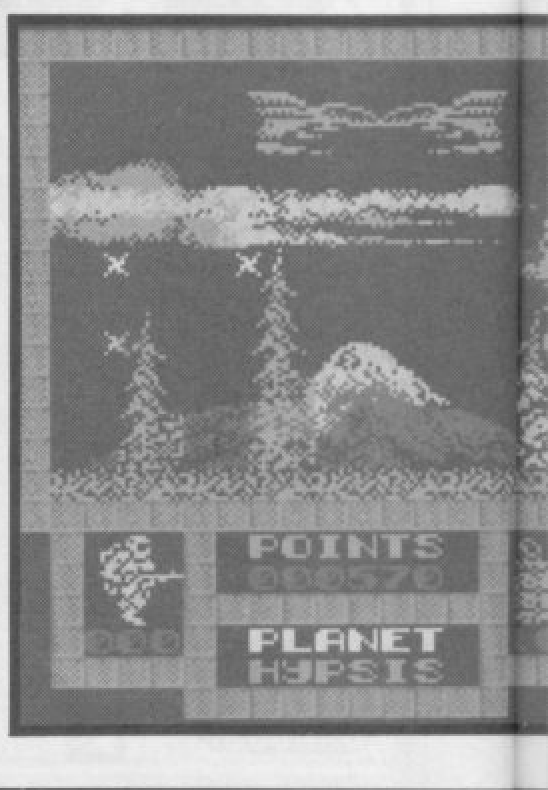
FACTS BOX

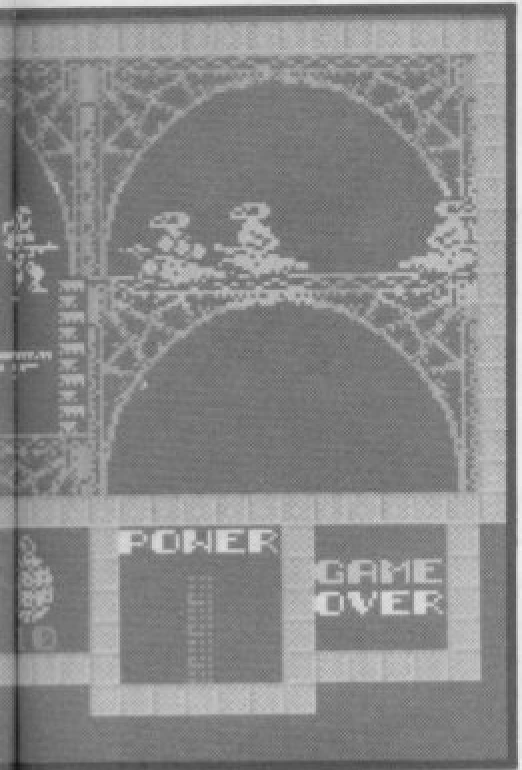
Flip screen game that fails to captivate. Average shooting, collecting stuff that really ought to know better. (And it has tasteless packaging).

GAME OVER
Label: Imagine
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★☆☆
★★☆☆☆ **5**



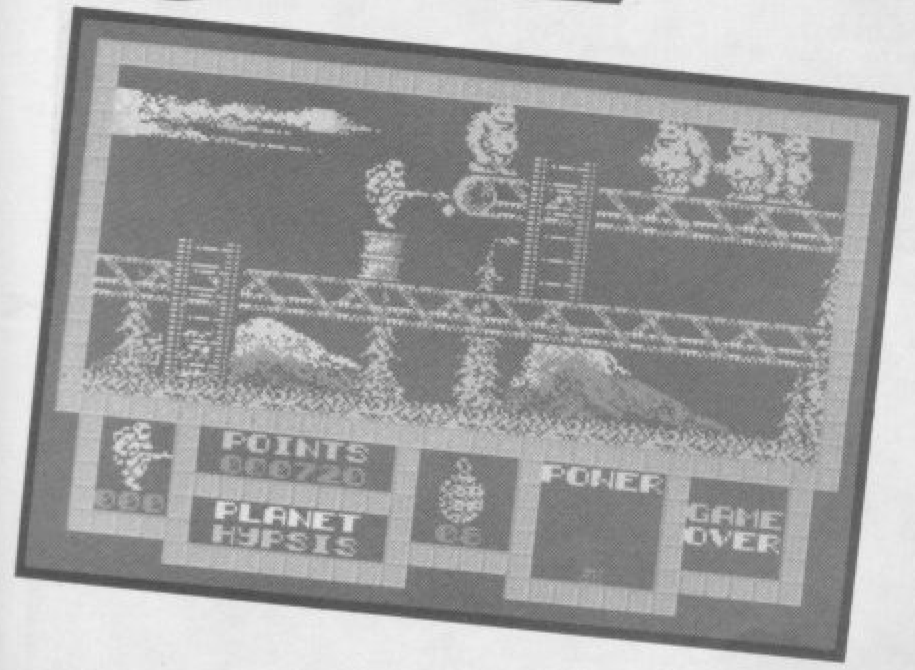


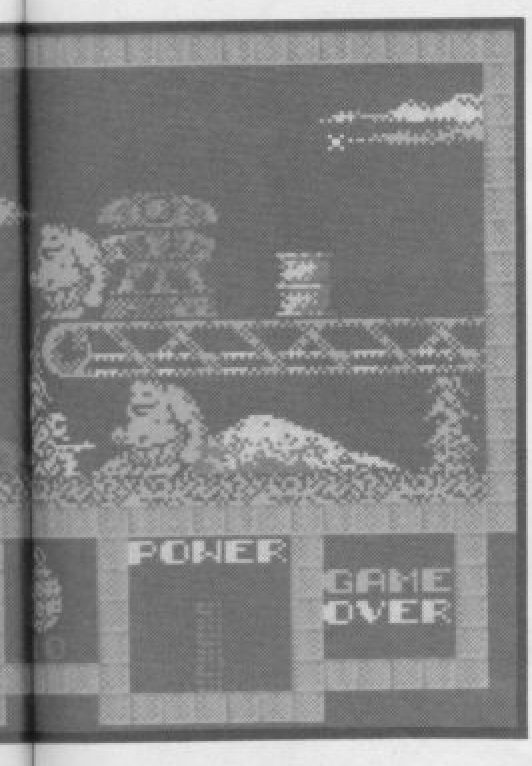
ARCADE ★ REVIEW

I mean.) But wait unitil they move. Ugh! Because alas **Game Over** is truly the home of Mr Attribute Clash. Monsters merge with Arkos, who, in an extremely slovenly way merges into anything that comes within his flight path. Not a pretty sight. So this is perhaps the only time that we can be grateful for the fact that the figures are so small.

Game play is a redeeming

OVER





feature, it's fast and frantic, multiple monsters swoop from all over the place firing wildly and zinging into Arkos, draining his energy, and sending him back to the beginning. However, death is a rather attractive event. Arkos disintegrates into little itsy-bitsy twinkling stars which waft away off the top of the screen. An appallingly whimsical display totally out of place within the context of the game.

The nicest thing that can be said about **Game Over** is that it's a run-of-the-mill screen flipping sort of game that gives you a lot to shoot at and not a great deal else. It's simple to play – usual joystick or keyboard controls, but it's not overly enthralling, and the attribute problem is awful. Mostly a disappointment■

TWILIGHT

HOCUS POCUS

ARCADE Label: **Bug Byte** Memory: **48K/128K** Price: **£1.99** Joystick: **various** Reviewer: **Andy Moss**

Snap the professor's inventions in the underground cave system. Dull

Not much fun being a YOP trainee these days. All you get is a posting to a newspaper as a novice photographer and given an assignment to film every one of the mad professor's inventions hidden in various objects around his underground cave system.

This is your typical arcade multi-level adventure that has some novel differences, which I suppose brings it a few pegs higher on the entertainment scale. Not only do you need to find the inventions and snap them with the camera, but you only have 16 pictures on the reel and touching the many mutants loses film, so you need to get back to the start and get another – but how? Going down is easy, but going up?

One other thing, the caves are readioactive and guess what, only a limited amount of time folks! The icon control is fun, and the layout is pretty but the gameplay is no way startling■

★★☆☆☆
★★☆☆☆ **4**

ZENJI

STRATEGY Label: **Firebird** Author: **Matt Hubard** Price: **£1.99** Memory: **48K 128K** Joystick: **various** Reviewer: **Deniz Ahmet**

Good strategy re-issue. One of the early Activision titles now out on budget

Zenji first appeared on our Spectrum three years ago, with a price tag of £7.99 from Activision. Now it's being re-released under Firebird at £1.99. You'll need to use the old brain cells for this one – it's a maze game with a difference: you make it up as you go.

Your playing piece is a revolving face which smoothly glides along the various pathways and your objective is to direct Zenji **through the circuits of Delta-B and connect up the different pathways to the central power source. Not simple. For a start a clock slowly ticks away the time remaining before the reactor blows. Small flames rush around the pathways in an attempt to fry you to ashes. And on later levels these nasty little things try to vaporise you with missiles.**

The graphics aren't really that hot, but don't let this put you off. The animation is actually very well done, colour is used nicely, and there is even a strange twinkly kind of tune which plays throughout which adds to the atmosphere considerably■

★★★★☆
★★★★☆ **8**

CORE

ADVENTURE Label: **Bug Byte** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Andy Moss**

Superior budget adventure with excellent graphics

Core is a problem-solving game, with all the hallmarks of a classic text adventure, but with moving graphics. You start with nothing but a battery-operated life support system, and have to find a variety of objects to enable you to delve further into the game. Obvious essential items to find include a laser gun, armoured reflectors and, the reason for your doing all this, bits of broken computer to be reassembled.

The game is icon-driven, saveable (thankfully), and graphically excellent. A must if you like adventures■

★★★★★
★★★★☆ **9**

SPACED OUT

STRATEGY Label: **Firebird** Price: **£1.99** Joysticks: **various** Memory: **48K/128K** Reviewer: **Tamara Howard**

Deceptively difficult thought and strategy game, with some neat graphics

Despite the fact that this game has absolutely the most completely naff title that you could ever hope to hear, Spaced Out **is quite nifty.**

It's more of a strategy game than anything else. You have to move your little green man across the 'holographic' board, from the bottom left-hand corner to the top right-hand corner whilst avoiding the nastys. All you do is roll the dice, and making the appropriate number of moves.

You 'space out a nasty' by landing on his square, but he can space you out by hemming you in so you can't move anywhere. This results in the unpleasant practice of 'Giving In' and incurring penalty points.

You choose the size of the board and the number of nastys that you think you can cope with, and then off you go.

Worth taking a look at for a little bit of grey matter exercise■

★★★☆☆
★★★☆☆ **6**

ZONE

SINCLAIR user

FULL PRICE 20

HOT FULL PRICE

Fastest climber is Activision's Quartet the multi-player thrash role-play. Sega's coin-op answer to Gauntlet, in fact. Then comes Slap Fight – Imagine's coin-op blast convert – keeping up the pressure. It's a top to bottom scrolling shoot 'em up. And Micronaut One from Nexus, Pete Cooke's highly original 3D scroller, making its first moves into the full price 100



▲ HOT: QUARTET



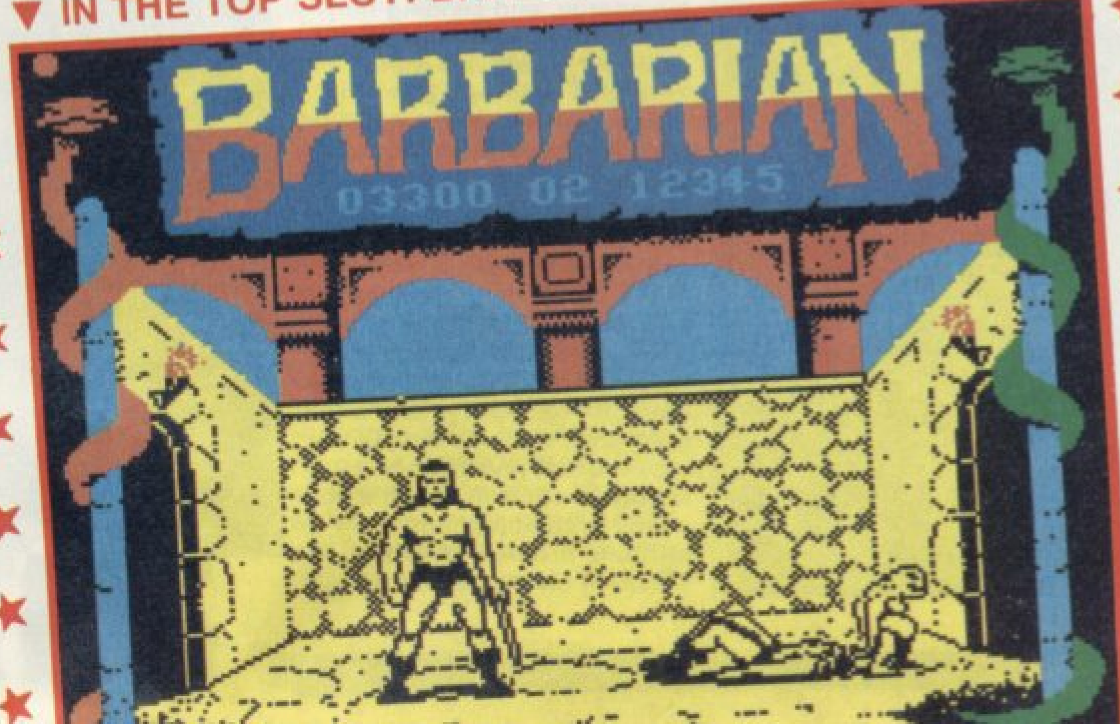
▲ HOT: SLAP FIGHT



▲ HOT: MICRONAUT ONE

Pos	Last	Title	Publisher / Price	Rating
1	(12)	**BARBARIAN** Top quality combat program. An essential purchase	PALACE £9.95	10 STARS
2	(1)	**ENDORO RACER** Puts others to shame. A new standard for arcade conversions	ACTIVISION £7.95	10 STARS
3	NEW!	**LEADERBOARD TOURNAMENT** If you loved Leaderboard, you'll love this too	US GOLD £4.99	9 STARS
4	(3)	**ARMY MOVES** Highly violent and very morally unsound	IMAGINE £8.95	10 STARS
5	(2)	**GAUNTLET** Classic coin-op converted as well as you could wish	US GOLD £8.99	10 STARS
6	(9)	**LEADERBOARD** Deserves to take the simulation market by storm (CLASSIC)	US GOLD £9.95	10 STARS
7	(5)	**HIT 6-PAK** Top value mix of oldies and newies – from good to bad	ELITE £9.95	9 STARS
8	(4)	**SABOTEUR II** Nice graphics but suffers from lack of game variety	DURELL £7.95	7 STARS
9	(16)	**HYDROFOOL** Sweevo II. Beautifully animated 3D puzzle game (CLASSIC)	FTL £7.95	10 STARS
10	(8)	**PAPER BOY** Excellent conversion form the hit coin-op. Great	ELITE £7.95	10 STARS
11	(6)	**HEAD OVER HEELS** Very wonderful ticket to runny-jumpy city (CLASSIC)	OCEAN £7.95	10 STARS
12	NEW!	**SHADOWS OF MORDOR** Better than Lord of the Rings, but still a disappointment	MELBOURNE HOUSE £7.95	6 STARS
13	NEW!	**F15 STRIKE EAGLE** Emphasis firmly on simulation accuracy and not graphics or gameplay	MICROPROSE £9.99	6 STARS
14	(13)	**KONAMI'S COIN-OP HITS** Good value compilation, with Yie Ar Kung Fu and Green Beret	IMAGINE £9.95	9 STARS
15	(14)	**VULCAN** Has to be a classic for any wargamer (CLASSIC)	CCS £9.95	10 STARS
16	(10)	**SENTINEL** Completely original, technically staggering (CLASSIC)	FIREBIRD £9.95	10 STARS
17	(7)	**AUF WIEDERSEHEN MONTY** A Rolls-Royce platforms game with lots of nice ideas	GREMLIN £7.99	10 STARS
18	NEW!	**BIG 4** Four from Durell including two goodies: Saboteur and Combat Lynx	DURELL £9.95	7 STARS
19	(11)	**SUPERSOCCER** If you don't spend time training you'll never leave the fourth division	IMAGINE £9.95	7 STARS
20	NEW!	**FOUR GREAT GAMES** Panzadrome is the best of the bunch but, honestly, at under a pound a go . . .	MICRO VALUE £3.99	7 STARS

▼ IN THE TOP SLOT: BARBARIAN



SU CHARTS

COMPILED BY GALLUP FOR SINCLAIR USER

ARCADE

1	MILK RACE	MASTERTRONIC
2	STORMBRINGER	MASTERTRONIC
3	BARBARIAN	PALACE
4	FEUD	ACTIVISION
5	ENDURO RACER	FIREBIRD

ADVENTURE

1	AGENT X	MASTERTRONIC
2	KILLED UNTIL DEAD	US GOLD
3	STAR WRECK	ALTERNATIVE
4	SWORDS AND SORCERY	PSS
5	KOBYASHI NARU	MASTERTRONIC

SIMULATION

1	BMX SIMULATOR	CODE MASTERS
2	OLYMPIC SPECTACULAR	ALTERNATIVE
3	FOOTBALL MANAGER	ADDICTIVE
4	LEADERBOARD TOURNAMENT	US GOLD
5	LEADERBOARD	US GOLD

BUDGET 10

Pos	Last	Title	Comment	Publisher	Rating
1	(3)	MILK RACE	Nice tie-in to the real race. Entertaining with a touch of suspense	MASTERTRONIC £2.99	8 STARS
2	NEW!	STORMBRINGER	Concluding section of Magic Knight series. And it's another hit	MASTERTRONIC £2.99	8 STARS
3	(1)	BMX SIMULATOR	It's a genuine simulation – a biker's paradise with smooth slippery action	CODE MASTERS £1.99	10 STARS
4	(10)	OLYMPIC SPECTACULAR	Aging and tedious multi sports simulation. Tosh	ALTERNATIVE £1.99	3 STARS
5	(4)	FOOTBALL MANAGER	Years old but still the definitive football management game	ADDICTIVE £2.99	9 STARS
6	(7)	BRAINACHE	Dull arcade game of a style that everyone thought was gone forever	CODE MASTERS £1.99	4 STARS
7	(5)	SPEED KING II	Passable 3D racing game with bikes – not cars	MASTERTRONIC £1.99	6 STARS
8	(6)	OLLIE AND LISA	A graphically good but dull pot-boiler with cute characters	FIREBIRD £1.99	8 STARS
9	NEW!	I, BALL	Neat arcade shooter. More sparkle and originality than most budget titles	FIREBIRD £1.99	8 STARS
10	(9)	TRANSMUTER	Despite boring moments this is a pretty reasonable shoot-em-up	CODE MASTERS £1.99	8 STARS

▼ IN THE TOP SLOT: MILK RACE



HOT BUDGET

Mastertonic is following the full-price labels down the licensing route and its latest, Flash Gordon, is a pretty reasonable effort. Meanwhile on Mastertronic's other label Bulldog, Wolfen is storming up the lower reaches of the budget thirty



▲ HOT: WOLFEN



▲ HOT: FLASH GORDON

An absolute Gem?

It's not every day that a Spectrum add-on turns up unfinished, undocumented, and in German but still gets written about. But this is just one of those days . . .

So this isn't a review, but more a preview of what promises to be at least a useful bit of Spectrum whizzery. And has the possibility of turning into a whole lot more than that — maybe something pretty interesting for the new 128K+3.

The product is Vision, from Individual Software. Individual is a German software house, and Vision is a desktop. This particular desktop takes the form of a ROM chip that plugs into a Beta disc interface. At the moment it only works with the Beta interface, but could fairly simply be changed by Individual to be able to work with the 128K+3.

Once it's fitted — on the Beta — instead of typing in commands to use the disc drive, you move an arrow around the screen and on to the thing you want to do or use.

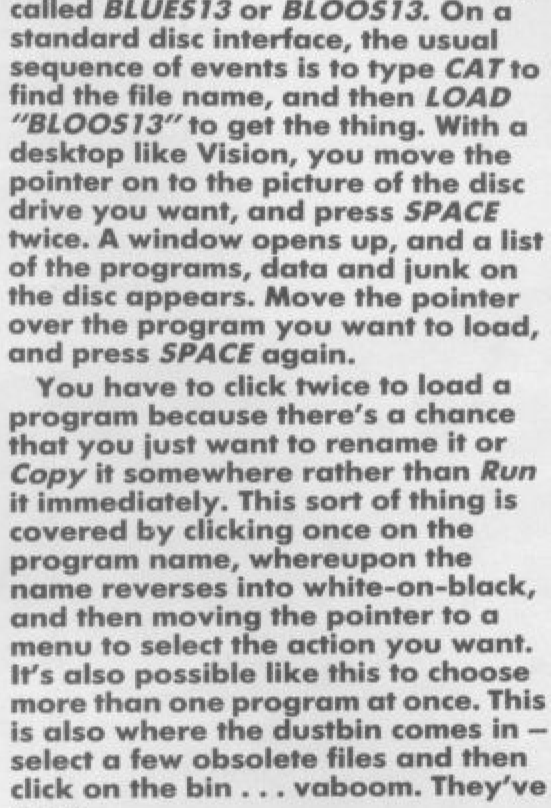
Like most things computer, the world of desktops has a language all its own. Pictures aren't pictures, they're icons. Arrows are likewise pointers, areas of screen become windows and choosing becomes selecting. Selection happens when you click on something — clicking being the process of pressing the button appointed for the purpose.

Vision has icons of four disc drives (labelled A to D), a dustbin, and information logo and a printer. Along the top of the screen are a set of menu titles.

The first is called Vision**, and this just gives the version number and a copyright notice. Then there's** Drive**, which selects 40 or 80 track drives, and also has a** Test **option for days when nothing seems to be going right. The** Disc **menu has options to *Move, Format* and *Rename* a disc. Finally, the** Output **menu sets the way bits of information appear. Program size can be shown in decimal or hex, for example.**

Very pretty. But is it any good? Say you want to load a program, but you can't remember whether is was called *BLUES13* or *BLOOS13.* On a standard disc interface, the usual sequence of events is to type *CAT* to find the file name, and then *LOAD "BLOOS13"* to get the thing. With a desktop like Vision, you move the pointer on to the picture of the disc drive you want, and press *SPACE* twice. A window opens up, and a list of the programs, data and junk on the disc appears. Move the pointer over the program you want to load, and press *SPACE* again.

You have to click twice to load a program because there's a chance that you just want to rename it or *Copy* it somewhere rather than *Run* it immediately. This sort of thing is covered by clicking once on the program name, whereupon the name reverses into white-on-black, and then moving the pointer to a menu to select the action you want. It's also possible like this to choose more than one program at once. This is also where the dustbin comes in — select a few obsolete files and then click on the bin . . . vaboom. They've gone.



Lots of games have used this sort of technique for controlling action, more often as a gimmick than because it's genuinely easier. With Vision, it really *is* easier than remembering and typing a gaggle of commands and program names in Basic.

It might be easier — but it's certainly more fun. The whole process is aided immeasurably by the high quality of the graphics, which (on my creaking old portable TV) look as nice as an Atari ST in low-resolution mode. There's been a lot of effort expended in the design of the small character set, and restrained use of *Colour* and *Bright* make for a very professional appearance.

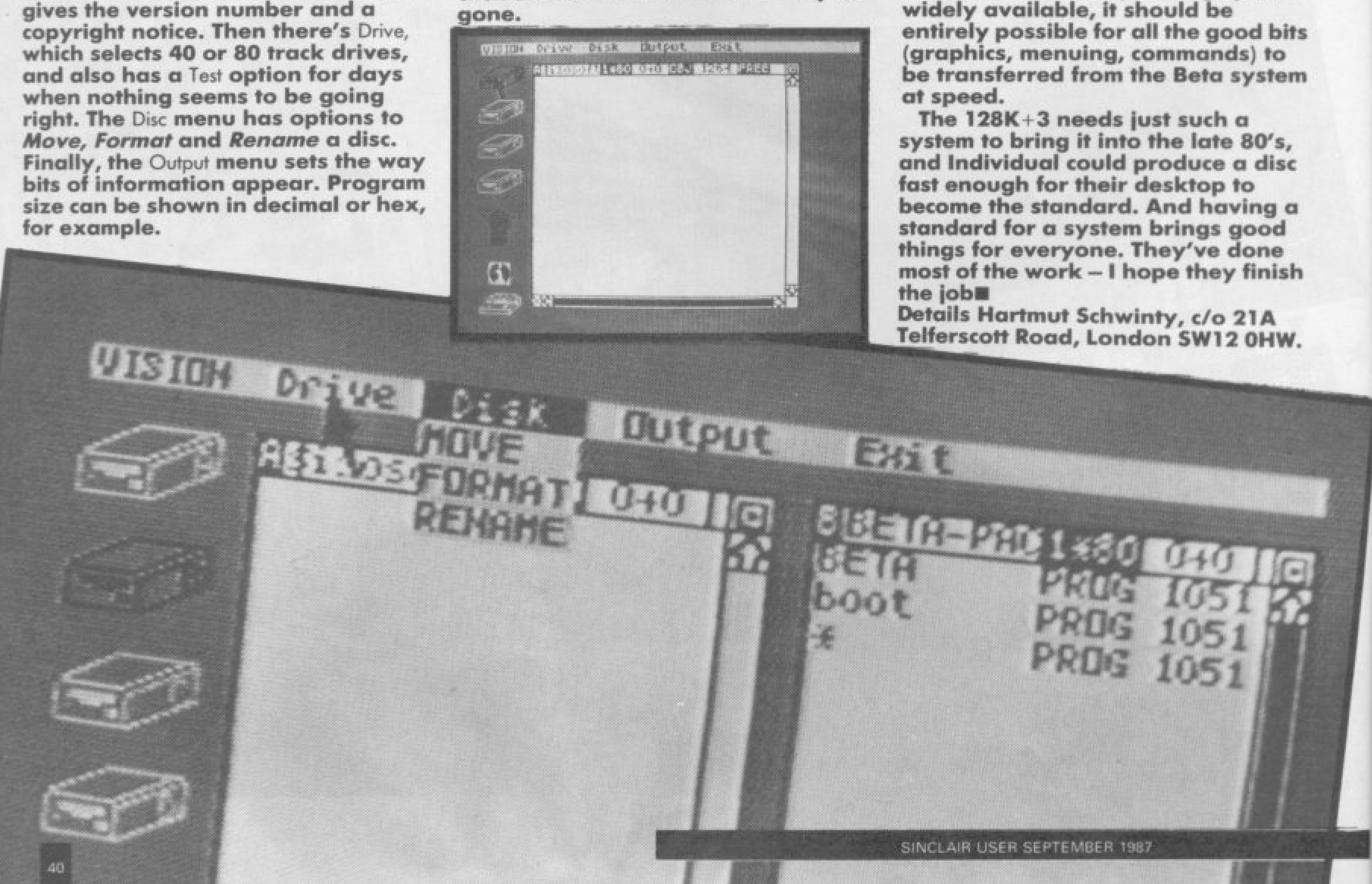
I can foresee problems with the ROM as it is. Leaving aside the fact that it seemed unfinished (I never did find out what *Move* did from the *Disc* menu, and the *Information* logo just flashed at me), the Desktop code is designed to use the spare space in the existing Beta ROM. So if Individual want to sell a ROM, it's got to have all the Beta code in, which raises interesting copyright problems. At least in this country.

Then there's the fact that the Beta interface, while not uncommon isn't the world's favourite Spectrum disc system. And there are lots of versions of the software, most of which use hardware which is subtly different from other releases. This raises the problem of compatibility — does one ROM suit all Beta interfaces?

Now the good news — the 128K+3. With all that memory, and with details of the disc operating system widely available, it should be entirely possible for all the good bits (graphics, menuing, commands) to be transferred from the Beta system at speed.

The 128K+3 needs just such a system to bring it into the late 80's, and Individual could produce a disc fast enough for their desktop to become the standard. And having a standard for a system brings good things for everyone. They've done most of the work — I hope they finish the job■

Details Hartmut Schwinty, c/o 21A Telferscott Road, London SW12 0HW.




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A WELL-KNOWN +3

You plonkers! You prats! You idiots! You wimps! You, you. . . well, that's enough of that thank you. On page 46 of your mega mag, July issue, you gave the Firebird game Mad Nurse **8 stars, but next to the star rating there's a big number 7. You can't count. Personally I think the game is trash and only deserves about 2 stars.**

By the way, I do like the new star rating system.

Charlie Ivens
Buckland
Surrey

● *We like it too. In fact, we like it so much that we completely forgot how to use it. Sorry!*

I am ANGRY!!! OK You change the SU logo. Do I complain. . . No. You change the Classic symbol and the Contents page. Did I complain. . . Not much. But you've gone too far this time. Bring back the 5-star rating. PLEEASE!! Pretty please? This is a petition, with one signature.

Matthew Rawlinson
Selsey
Sussex

PS Jon Riglar rules OK.

● *Come on! What's the matter, just try and imagine the new rating system as being twice as accurate as the old one. Besides, you get more stars for your money each issue now. Incidentally, I think you'll find most petitions usually have more than one signature.*

Just to clarify a few points:

● **The 128K+3 is great! It's a bit expensive, but that doesn't mean that 'Anon of Lisbon' has the right to criticise. So leave off Amstrad, Anon!**

● **Jon Riglar is a bit of a div, but he's good at doing *ZapChat*, so leave him alone, he's all right.**

● **Your mag is the best in the world. It beats the competition by a long way. The extra features just keep rolling in, and I love the *Write Stuff* and *CodeTalk* and stuff. Love the new rating system and the new designs.**

● **But I don't like some people. Graham Taylor does crap reviews and Jim Douglas and all his reviews are pretty crap too.**

Benjamin Wells
Enderby
Leics

PS 100-1 you don't print this

● *We'd have to disagree with your final observation – but then we would wouldn't we? Jim replies: Uh-hah. I guess it's too late to place a bet for a couple of hundred?*

I am writing as a very disenchanted Spectrum 128 owner in the knowledge that we have the 128K+3 due to appear shortly.

Great, or so I thought, I'll have access to disc-based software when they release the stand-alone disc drive. However, having read test reports, it seems unlikely in the extreme that I can ever hope to run a disc drive with my now obsolete computer. The only answer is to go out and buy the +3.

An added bombshell is that even 128K+2 owners are not going to be able to up-grade. Amstrad seems to be oblivious to the fact that there are thousands of people already using 128's and 128K+2's who will begrudge being asked to fork out another £250 for the convenience of a disc drive which, at time of writing, has a tiny, maybe non-existent, software base.

I was originally excited at the prospect of the 128K+3, but I now hope that Amstrad and its Plus 3 suffer a massive vote of thumbs down from Spectrum users, and other potential buyers. Maybe then Amstrad will consider the users, instead of their bank balance.

M. Kerr
Newcastle-Upon-Tyne

Concerning the "£50 more than the computing press predicted" price tag on the 128K+3.

My theory is that Sugar is trying to wean Spectrum devotees over to Amstrad. The 128K+3 is effectively the same price as the Amstrad 6128, but the latter has the advantages of CPM, plus existing software and hardware support. Should cream off a few of the floating buyers without antagonising the loyalists too much.

Anti-Spectrumist behaviour I call it, and in protest, I'm going to stick to my battered old 48K!

Michael R. Hughes
Swansea

● *Obviously people who suggest that the Spectrum +3's price would drop dramatically shortly after Christmas are completely wrong and should be ignored*

I am trying to start up a new software library offering public domain in software.

Software is required, but the writer must be prepared to give up copyright, in return, they may receive payment for each copy sent to another member, and further payment if that member finds the software useful. Any sort of software will be accepted for evaluation, so long as it serves some useful purpose.

Anyone giving software will receive free membership, otherwise membership will be priced at £2.50. Each piece of software will cost £1.00 (£2.00 on Microdrive).

Please contact: The One and Only, 42 Hayes Road, Bromley, Kent. BR2 9AA.

Neil Smith
Bromley
Kent.



No, not *that* Matthew Smith.

I am very confused! How much 'K' has a Spectrum + got? Will 128K games work on a Spectrum?

Matthew Smith
Kings Lynn
Norfolk

● *It's got a whopping great 48K Ram and 32K Rom. 128K games – if they use the 128's facilities won't work on the 48K machines – sorry!*

HOW NOT TO GET STEREO

We are just writing to let you know we have at last achieved stereo sound on our Specky 48. "How?", you ask. Well, after loading your game, remove the ear plug from the back of your computer and insert the headphones. Great when you're playing a good shoot-em-up.

Paul and Glenn Gibney
Carrickfergus
Co Antrim

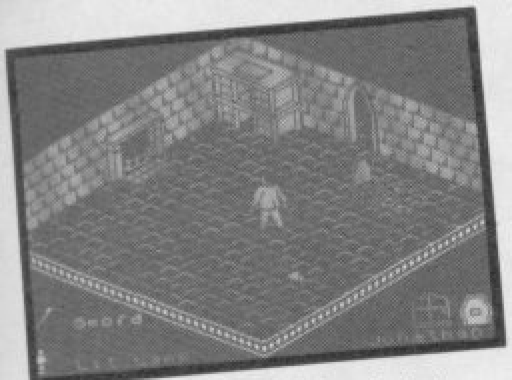
● *Oooowah! No, no no. It's not stereo sound at all you just get the same noise playing in both ears at the same time. For it to be stereo, it would have to have at least two channels.*

Hello my name'a Kid Jensen and surprisingly enough I'm not getting stereo sound from these Spectrums.



IT'S GREAT BUT . .

I think the magazine is great, but I'd like to suggest a few changes. How about giving a second opinion on games reviews? This would give a more balanced view and help people decide whether or not to buy the game, which is the reason for the review in the first place. There seems to be a bias in SU's reviews against strategy games. Contact Sam Cruise **("not a case for arcaders") and** Nosferatu **("lacks**



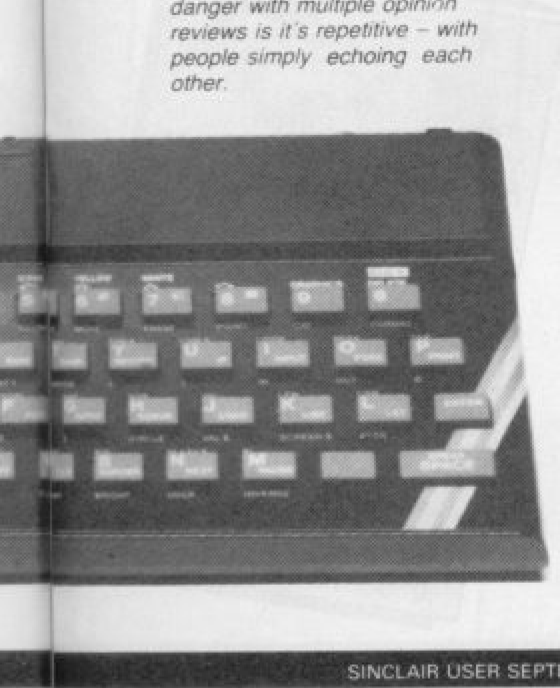
action") were marked down for lack of damage to joysticks. If a game sets out to be a strategy game it shouldn't be criticised for that. Meanwhile, Lightforce, Uridium, Shadow Skimmer **and** Nemesis **all**



get Classics. Originality nil, thought nil. Maybe there is a logical explanation.

Despite these criticisms, I'm fully convinced of SU's superiority, and despite the astronomic price for overseas subscriptions, I have now subscribed direct.
Stephen O'Neill
Nelson
New Zealand

● *Coo! Genuine constructive criticism! Everything you say is pretty valid, Stephen, and has been taken 'on board'. We already now do give a variety of different views on SU Classics. The danger with multiple opinion reviews is it's repetitive – with people simply echoing each other.*





Somebody else who is from Dorset.

Thankee very much fur yur very gud mag, it's very, very gud in fact (don't let yer heads grow too big).

The pokee cards – nice idea, grayt reviews, inter-est-in artycles, evin Gurdo Graytbelly – all in one gurt humingis glossy magy.

I remain, yer biggist cuntry bunkin fan in deepest Dorset
Mike Tre
Sherbourne
Dorset

● *Wew – Cheers an' all rat, Micket m'boy. We always try'an seeya wright.*

I buy many of the sports simulations which you review. There is one game, however, in which I am interested but so far have been unable to locate. The game was reviewed in March 1987 and is called Howzat, published by Alternative Software for £1.99. Could you tell me how I can get in touch with this company?
Alastair Lawson
Sudbury
Suffolk

● *Alternative can be found on 0977 79777*



A poet . . .

What's this I hear? The 128K+3 is near? Great great, by Clive, It's got a disc drive! Oh heck, dearie me, Its inches are only three! "More memory" I pray, Still 128K? A monitor maybe? Still a colour TV I have a plus two, What am I to do? I can't get an up-grade Disc drive, I'm afraid! What's more, Al's gone back to To the old colour, black. But what's in the future? Not another Sinclair computer It's called the +3 Not good you agree. With a fairly high price, That's not very nice.
Andrew Good
Co. Clare
Ireland

● *Jim (aged 7¾) replies: What a lyricist! Oh my! We nearly had to cry On hearing your plight (You probably thought we might) We're all a bit peeved too About Al's Spectrum new And his haircut isn't much cop either*

Q: WHY DOES SU RUN SUCH EASY COMPETITIONS?

What in the world is the point of having competitions where to win all you have to do is answer a question like, "Which season comes before summer?"

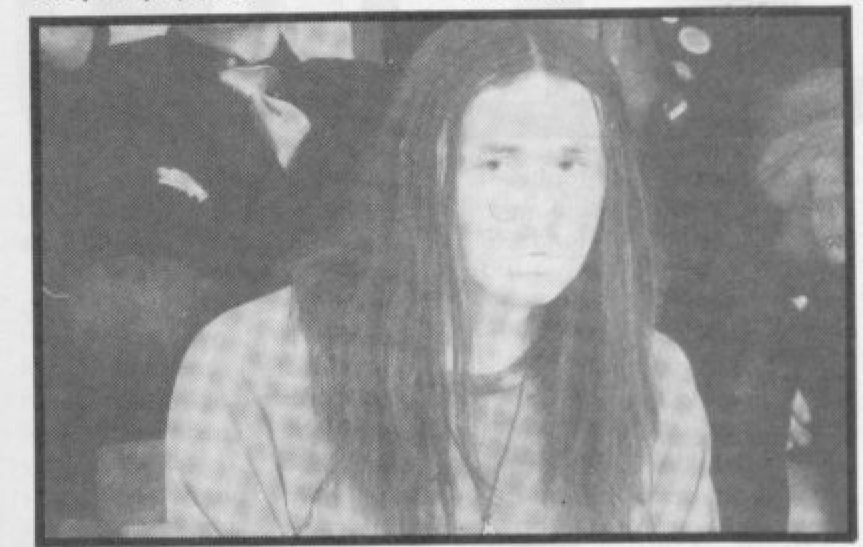
Competitions such as the recent Shadow Skimmer one are much better, because you have to do something in order to win a prize.

Oh and by the way, my minions have told me that 14 Holkham Road, Orton, Peterborough where you're supposed to send your entries is occupied by squatters*

And the article about Dinamic was dead good.
Jeff Fuge
St George
Bristol

***Not strictly true, as Gremlin would say.**

● *Well I think that that question about the seasons was rather tricky, in fact. Especially as this issue (September) is actually being written in July for publication in August. Think how we must feel at Christmas!*



Actually I'm not a Hippy *actually* and what's wrong with Pink Floyd?

Can I use the coupons in the magazine for purchasing programs from English software houses? Or are they intended for use only inside the UK? If the answer to the first question is "yes" then how much would I have to add for postage and packing? Unfortunately, the Argentine software market is quite limited, and you can only get pirate copies of new games. As I'm against piracy, I always buy my games by mail order.

Keep up the good work, Happy five years!
Isidro Zoroza
Beunos Aires

PS I'd like to tell you that Evita is actually not a national hero, as you said last month.

● *Yes you can, but you should add 0.75p to the cheque value printed in the coupon As for* Evita, *Elaine Page will be quite upset*



It's a popular theme – a lone man facing incredible danger, battling against insurmountable odds in situations that would have most normal mortals fleeing for the lavatory.

Recently it's been taken to a kind of logical conclusion. With a spate of games like **Gunrunner, Exolon** and now **Sidewize,** our hero has no space-ship or moon buggy to protect him. It's just the guy and his trusty laser, and maybe a backpack somewhere along the line.

SNAP VIEWS

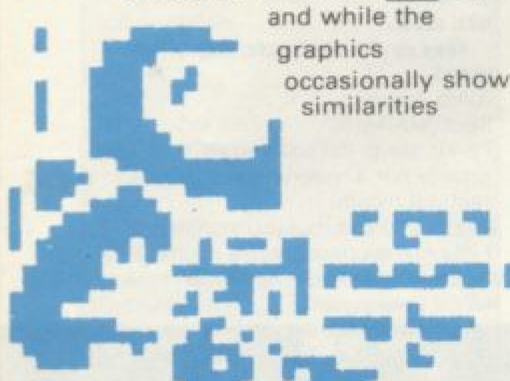
Graham: OK so it's a simple idea but it's fiendishly difficult
Tamara: Continuous trigger-work. Really keeps you on your toes
David: It's those flamin' walls that always get me
Gareth (Mad celt): Make that prawn a vindaloo · it's hot!!



SIDE

In **Sidewize** at least, this return to good old-fashioned play values pays dividends, and the feeling of genuine vulnerability injects a degree of panic that's been somewhat lacking in the current crop of single-seater-space-ship games.

Sidewize comes busting out from the highly talented minds of Steve Wetherill and Colin Crunes, the guys who worked on **Heartland** (Classic SU 53), and while the graphics occasionally show similarities to the Odin game of last summer the play is wildly different. Where **Heartland** was a graphic adventure with cute elements and puzzles (of sorts), **Sidewize** is a down-to-earth space blast with nothing to think about except dodging the aliens or blowing them away.



The game is set on four worlds, each with differing attributes and characteristics. Your mission is to simply wipe out everything that gets in your way.

In between each world you get to travel through a stretch of space and at the end of each level you meet a serious looking monster which takes a heck of a lot of blasting away.

Omnicron (the forest world) starts off fairly easily with your little guy in his spacesuit drifting over a background of stars which are happily scrolling from right to left. There's no sign of the ground at this point – you've got battle through lots of levels of nasties before you get down on to the surface.

Shortly a row of remarkably un-menacing circular things flies on to the screen from the right-hand side and sits in the middle of the screen. Employing your standard machine pistol affair, you destroy the entire line.

The sound effects are wonderful – you can almost hear the little suckers burst when you hit them – it's a bit tough over the roar of your gun. The bad guys are upset now, and they send on a diagonally-flying row of serpent's heads. They look worse then they are, and you can clear the screen in a couple of short bursts.

Take out the remaining of attack waves – easy (ho-hum), and you'll find yourself down on the planet's surface.

At this point, it's probably sensible to talk a little about the graphics. They're all single-colour (green on the Forest World for example) on a black background. Everything scrolls from right to left, on separate levels, giving an impression of depth into the screen – rocks in the foreground move faster than trees so it looks like the trees are further away etc.

The actual gameplay draws, very neatly, on elements from a host of coin-op classics. There's a little jetpac, a smattering of **Scramble** (in the later levels in



FACTS BOX

The last word in scrolling one-man space blasts? Maybe not, but it's the best thing around at the moment. Get this

SIDEWIZE
Label: Odin
Price: £7.95
Memory: 48K/128K
Joystick: various

Reviewer: Jim Douglas

★★★★★★★★★★ 10



HINTS AND TIPS:

● Usually it's best to hang back on the left of the screen so you can see what's coming.

● Choose your weapons carefully! Lasers are fairly accurate, but need more than one hit to destroy most things. The tri-directional fire is best when the screen gets cluttered.

● Pick up any bonus objects you see. The ball-shield is vital, as is the + which gives additional firepower and the arrows which give you faster movement around the screen (almost essential for the wall-doding section).

● Each big monster needs to be killed in a different way. Try shooting in the tail or the head.

ARCADE

WIZE

the caverns), a bit of **Centipede** (the movement patterns of some of the aliens are very much like the big bug) and more than a couple of tads of **Phoenix** (the twirly-swirlyness of the aliens). There are also walls which crop up very fast and unexpectedly here and there which will kill you quite happily should you collide with them.

Sidewize is certainly remarkably difficult, and you'll need a good deal more than just a handgun if you're going to reach the head-honcho bad guy at the end of a planet level.

Just as well, then, that there is a while host of other accessories that you can pick up which will make life a little more tolerable if not exactly easy.

First off there's the laser, which is completely great and lets you cut through almost anything like a razor through butter. There is als a tri-directional fire affair which causes you to fire at 45 degree angles, as well as directly across the screen – very handy for taking out those double-line flight formations.

On the defence side, you can collect a very strange sort of shield which is constructed from two spheroid things. They cycle round your body and will take out most things that attempt to get at you. Then there's extra lives you can pick up, and an extra fast speed option.

After working through the ground part, you come to the inevitable climax, which involves being attacked by a monster of some sort that is at least three times bigger than you. Depending on which level you're on the most will look vaguely appropriate.

On the first level, your foe is an extremely tall version of yourself, and he fires extremely madly. On later levels you encounter a wind god and finally, for some reason that is too hard to fathom – a giant prawn! Each opponent has to be defeated in a different manner, which means either shooting it in the head or the bum or the middle.

After the forest world, you move to the desert, then the ice world, and so on. While the aliens look essentially the same from planet to planet, their flight paths alter quite considerably, and a type of rather Ultimate-esque alien, that you might expect to act in a particular manner may catch you uncomfortably by surprise.

Sidewize is the slickest no-messing shoot-out in a long, long time with a strong coin-op style feel. The graphics and movement are extremely polished and what it lacks in complexity it more than makes up for in speed■





PROGRAMMERS

STEVE WETHERILL and **COLIN CRUNES** who did the coding are both in their early twenties and live in Liverpool. They've been working with Firebird's Odin section for around a year now. Steve does most of the coding and Colin takes care of the graphics

SOFTOGRAPHY: Heartland (Odin, *1986*), **Icups (Odin,** ***1986*****)**






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BACKGROUND NOISE

Background Noise looks behind the top games of the moment and speaks to the programmers who sweated blood to produce them. Background Noise looks from the author's point of view — at the particular programming problems and the way they were solved

MYSTERY OF ARKHAM MANOR

by Mike Lewis

The Mystery of Arkham Manor **grew out of my interest in the fiction of HP Lovecraft and the role playing game *Call of Cthulhu*. I'd long thought a game capturing the atmosphere of a Lovecraft novel would be interesting and I also wanted to create a different form of adventure game. I didn't see any reason why adventure games should be either text with a few static illustrations, or simple arcade adventures. I wanted to experiment with sprites, something I had never used before, and create a hybrid form of game which offered the player a wide choice of additional features apart from the essential main idea of solving puzzles.**

My initial specification was to include text input, some text output and animated graphics showing the characters present, actions performed, and so on. After a rethink, I realised that the vocabulary of the game was going to be miniscule if I was going to fit all those graphics in! The input system would have to be simplified, so the player had a limited number of choices on display. I considered icons briefly, before setting on the idea of pull-down menus as being more convenient.

The plot of the adventure was to follow traditional Lovecraft lines, with an investigator arriving on the scene of strange and mysterious events – then being drawn deeper and deeper into the plot ending in a terrifying climax. One of the most important elements was to be the information which the player could accumulate to solve the mystery – I thought of different ways this might be achieved. I soon hit upon the idea of making the character a journalist, enabling him to draw on sources at his newspaper and giving him a reason for prying around in the first place!

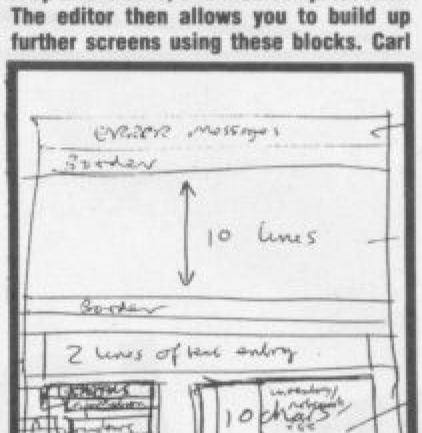
Once the initial idea of the plot and game structure was fixed, the rest of the game began to fall into place. If the main character was a journalist, he could have a notebook for notes, and he must be able to exchange telegrams with his paper to get information. The 'photographs' the player can take were initially just to be used for clues – they could be examined for extra information. However, if the player was a journalist it seemed logical he had to report back to his newspaper, so why not also let him write stories? The photographs can then be added to these stories to make up actual newspaper pages.

Out of this idea came the whole newspaper layout screen, which enables you to write and lay out pages of the *London Chronicle* complete with headlines and photographs. These can then be printed out or *Saved*, (well, if someone was going to take the time to prepare a complete page, they wouldn't want to just forget it afterwards!)

With the plot and most of the features decided, I started programming, trying to split the game into distinct areas I could develop separately. This had the advantage of enabling me to build up a "skeleton" demo of the game, showing the features without the plot; and stopped me getting too bored or bogged down in one section!

I started with the graphics, as this was the area I had least experience with. The plot called for a lot of locations – nearly 100 in all, and I soon realised I could not fit in all the graphics in one *Load*. Fortunately, the plot resolved itself neatly into two halves, and I was able to split the game into two *Loads*.

The background graphics were constructed with my own blocks editor, which "snatches" a sample screen, cuts it up into blocks, and then compresses it. The editor then allows you to build up further screens using these blocks. Carl Croply, who had done some of the graphics for my previous games created the graphics for Arkham; and he used the editor to produce some stunning graphics in very little space.

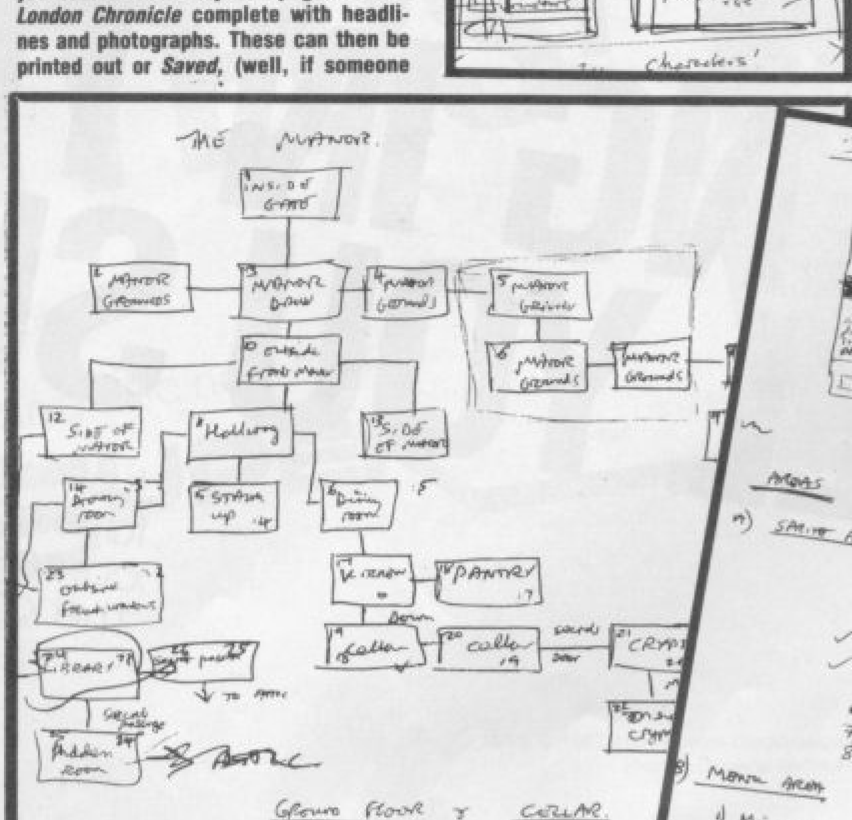


The central part of the Arkham **code is the system which interprets the player's commands and causes things to happen in response to them. This is a development of the Adventure Kernel System (AKS) – something Simon Price and I developed while at college, and used in** Redhawk **and** Kwah. Arkham **contains an improved version, but I am still tinkering with it for future games! AKS is simply a command interpreter which sits between the input system – in this case menu input; and the output system – text and sprites. The AKS code interprets a database of simple commands, making editing the adventure simple (and sequels very easy!).**

When I put the AKS system running an initial version of the database together with the graphics routines I realised that there simply was not enough space to fit in everything I wanted! I had to start trimming, the notebook fell from four to three pages; I had to abandon the idea of letting you view the newspaper pages you had written on the main screen (they were to have reduced down in size and displayed in the notebook window) and the text messages in the database had to be cut, as did a couple of the puzzles.

Arkham Manor **went through a lot of changes over the months I wrote it, but I think it has come out a far better game than the original (rather loose) specification. Sadly, not all the ideas and features I wanted to include would fit. But that is the problem with all games – no matter what the machine, your code expands to fill it!**

Mike Lewis





THE TU

Argus is not taking any chances with **The Tube.** In the various sections of the game you get to play just about every arcade game genre you can name.

It begins with a section that looks suspiciously like **Twister Mother of Charlotte** (remember *that*!!!), stage two looks like **Scramble** and the final main section is like, well, like games where you view a spaceship from above and guide it over a planet surface. Each section is played under a time limit and you have to play through each section each time. There is even an sort of bonus screen which is quite amazingly like the sort of quick-thinking logic games Hewson likes to incorporate in its products. Is all this bad? Probably not.

The first section is probably the least interesting and as such is badly placed from a 'first impressions' point of view. You seem to be travelling into the screen through a grid-like structure towards the tube at the centre of the screen. Towards you rush assorted aliens and fireballs wizzing from one corner of the screen to the other and generally threatening to smack straight into your cockpit window.

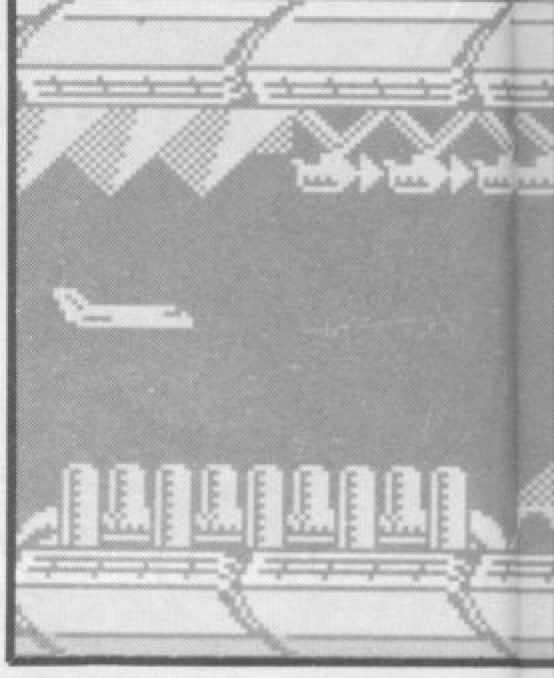
The problems with this section are, first, it is impossible to die – only your energy and score levels are affected and, second, graphically it is none too hot.

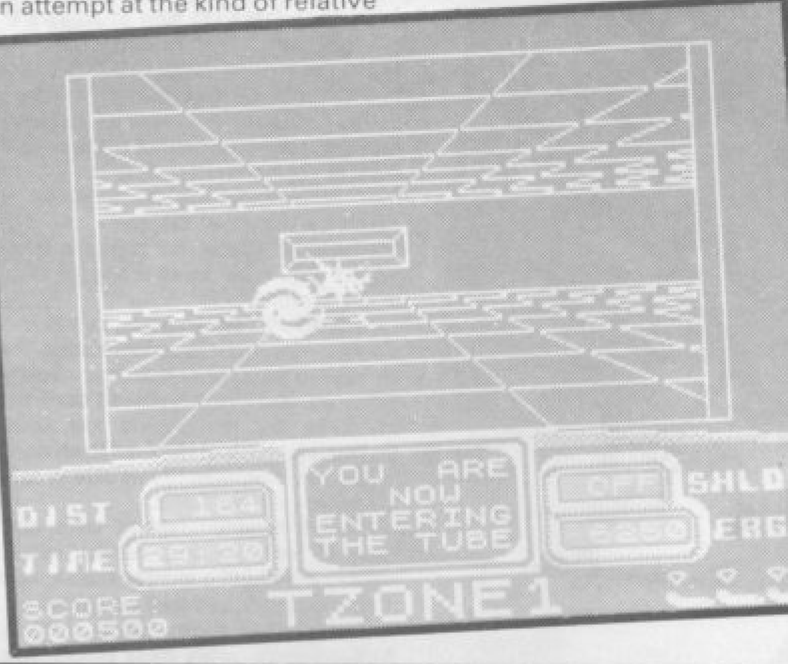
Section two is better. It's like that age old coin-op **Scramble**. For those who don't remember it, **Scramble** works like this: your spaceship moves left to right through a system of caverns, whilst simultaneously guiding your ship up and down to steer your way through between the twisting walls of the cavern whilst dodging assorted missiles which float up and/or down from the cavern walls.

In **The Tube**'s own particular **Scramble** variant your way is sometimes blocked by a vertical laser that must be blasted away before you can travel on further. It isn't astoundingly difficult and would be easy if you weren't still on a time limit. The graphics are nothing special, though good enough. There is a an attempt at the kind of relative scrolling you see constantly on the C64 but here it's OK but nothing too special.

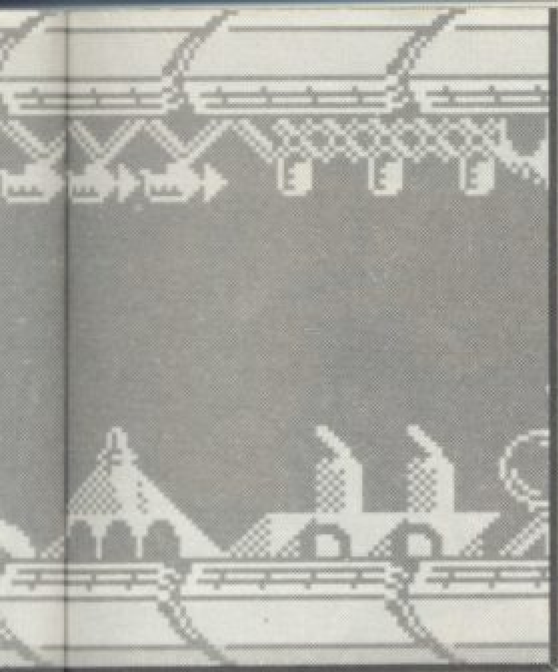
What happens in the third section depends on your performance in the first two.

The third section is the catchment area and it is your chance to boost the energy level of your ship by looting other ships for energy diamonds. How many ships you find in the catchment area is a function of your joystick (keyboard) control, your score level and your energy level





ARCADE REVIEW



BE

from parts one and two.

It works like this: you view your spaceship from above steering it over a planet surface looking for grounded ships. The steering aspect is not too difficult but, as ever, you can't afford to waste time. On finding a ship you line up with it exactly, nose to nose. Then a docking rod extends from the front of your ship to the other. This leads you to what I will refer to (with no suggestion of rip-offness intended) as 'the Hewson bit'. In order to get the crystals (if there are any – some ships are barren) you need – within yet another time limit – to trace two circuit lines from their point of origin to the 'win' gate.

To actually win the game you need to amass an energy level which will require the successful looting of at least four energy crystals.

Curiously for such a bitty game the whole *is* greater than the sum of its parts – the way the performance in one level relates directly to what happens on other levels links the game together nicely and I found myself playing it more than the individual averageness of the particular sections might suggest.

Take note though, I found it fairly easy to get through all the sections once so if you're a joystick wizz kid you may not find it enough of a challenge■

FACTS BOX

Something for fans of every kind of shoot-em-up. No section is astounding but the whole is greater than the sum of its parts

THE TUBE
Label: Argus
Author: Martin Gannon
Price: £8.95
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★★☆
★★★☆☆ 7



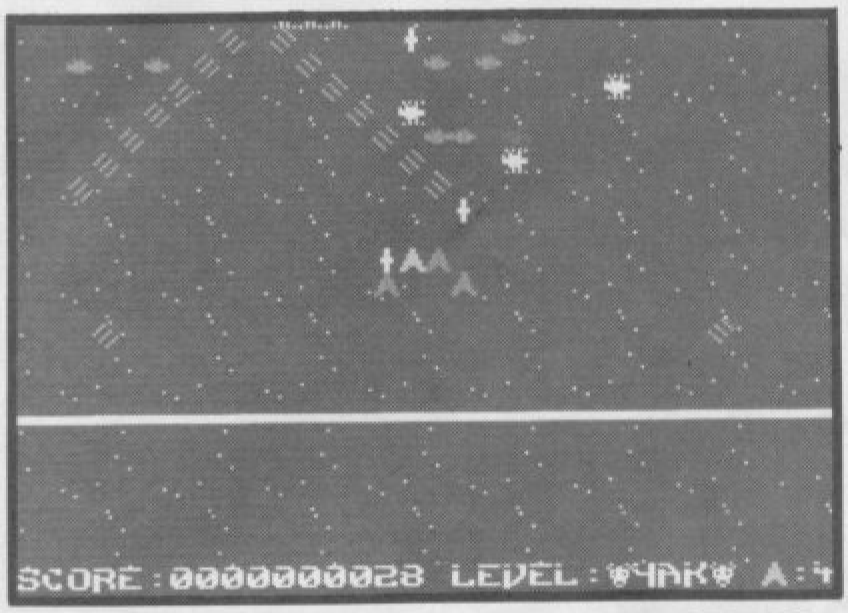
THE TUBE 128K

Only one difference with the 128K version of The Tube **–but it's an important one – music. The soundtrack to** The Tube **by Dave Whittaker is simply astounding. Check out last month's music feature for a more detailed description of it. It adds a tremendous amount to the game but, sadly, the best bits don't play when the game does – the temptation to sit at the control select screen and just listen to it is almost too much. More of this kind of stuff please.**


NINJA
HAMSTER
SINCLAIR user



"Truly bizarre 'cartoon' concept revitalises the martial arts theme. Tremendous fun"
Poster No 7
September

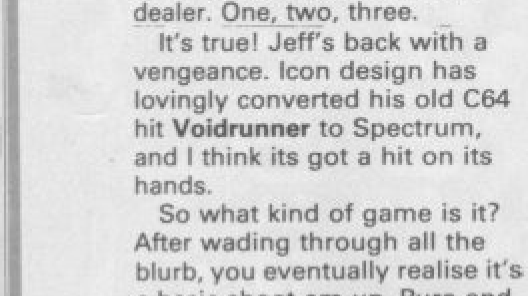


VOID RUNNER

Look into my eyes. You are getting sleepy, ever so sleepy. You are going baaack . . . baacckk . . . back to the time of mutant camels and strange colours. When I count three, you will awake and Jeff Minter will arise to rehaunt you down to your local software dealer. One, two, three.

It's true! Jeff's back with a vengeance. Icon design has lovingly converted his old C64 hit **Voidrunner** to Spectrum, and I think its got a hit on its hands.

So what kind of game is it? After wading through all the blurb, you eventually realise it's a basic shoot-em-up. Pure and simple. Just weaving around the screen making "neeow doo-



doo boom" noises, destroying droids and camels alike and saving the Earth. No big deal for hardened tough guys (or tough persons, if you want to be technical).

The game has you flying vertically, blasting away at all sorts of 'orrible meanies which react in different ways – some explode while some leave pods behind which have to be shot again.

Your ship, or rather, group of ships change formation as you zoom from level to level, each with an animally sort of name such as Llama, Goat, or Sheep. This insures that the amazingly cool tactics that you used to get off the last level are not necessarily going to get you through the next.

Voidrunner is fast, colourful, highly playable, extremely addictive and a snip at the price. In the immortal words of Douglas Adams: "Boffo. A good one"■

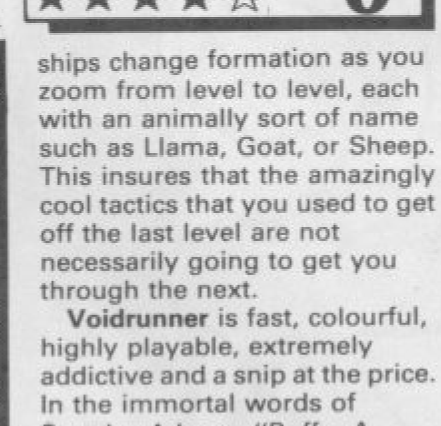
FACTS BOX

Minter madness comes to town – llamas, goats, sheep. What else do you want? Great fun at a great price

VOIDRUNNER
Label: Mastertronic
Author: Icon
Price: £2.99
Joystick: various
Memory: 48K/128K

Reviewer: Tony Dillon

★★★★☆
★★★★☆ **8**



LEVIATH

Quite what the connection between the bearded boys of *ZZ Top* and the new game from English Software is, I don't know.

But a connection there obviously is because the blurb says that **Leviathan** is based on the video for *Rough Boy*. Why?

The other thing that confuses me is the title. Where's this big ship that's referred to in English Software's ad for the game. I couldn't find it. Literally. Quite frankly, your craft is so small, it's in danger of disappearing up its own existence.

About the only thing **Leviathan**-like about the game is its overall size – it comes in three *Loads*. The main game and two alternative landscapes.

Still, no matter. There are some other big things in this game. One of them is the booming 128K soundtrack, which is quite definitely not *ZZ Top*, for which, I suppose, we can all be profoundly grateful. There is also a big, Oh-My-God-What's-Going-on-now factor.

Leviathan is a **Zaxxon**-style diagonal scrolling game. Now, they're not my cup of tea, I must admit, but I can live with it. What I find a little more difficult to live with is the puniness of my spacecraft, and the enormity of everything else.

As the screen scrolls huge chunks of what appear to be a wrecked planet come hurtling towards you. They can't be that wrecked though, because most of them appear to have some sort of installation on the surface, radars, rocket launchers, and large glass domes, the purpose of which is surely merely to be flown into.

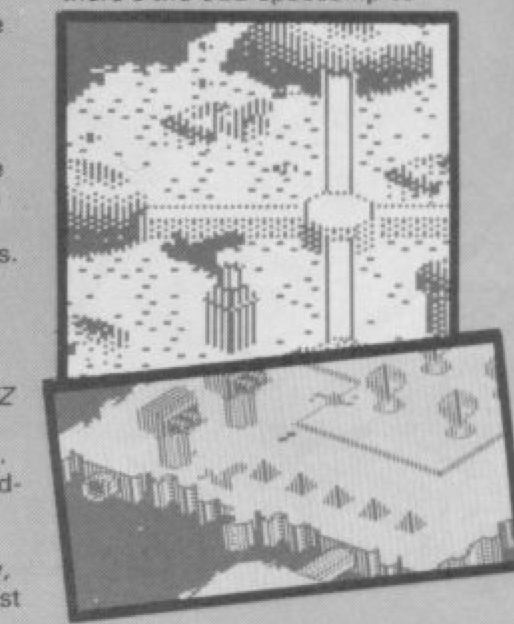
Pretty soon I discovered it's simple to avoid these features. Simply use the joystick of your choice to raise your ship above the height of the highest tower, and fly right over them. Simple, safe and boring. You can't hit anything, but then again, they can't hit you. So where's the game?

It's just a case of flying about and dodging around them. Which should be easy, providing you have good reflexes.

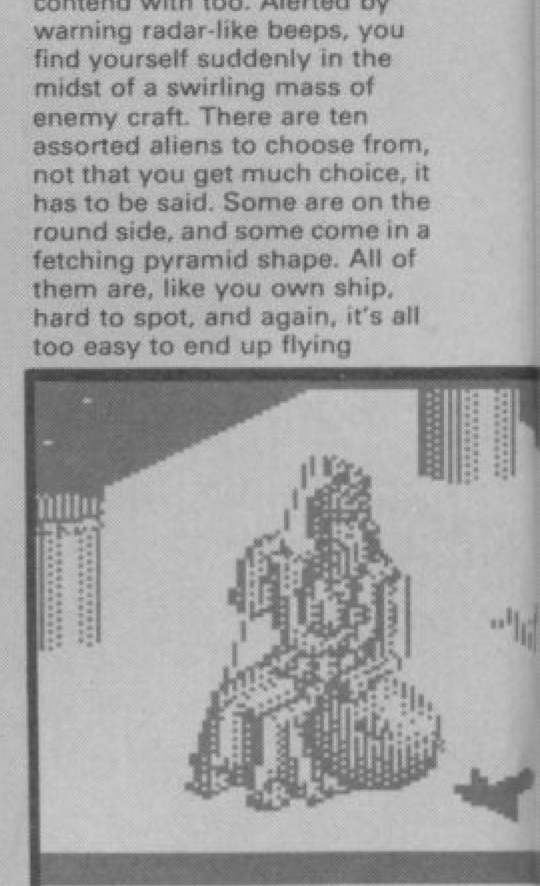
Apart from the problem, that is, that because your ship is so small, and in the same colour as the background, you just can't see it.

Flying blind through a missile base is not easy. You're more than likely to fly straight up a glass dome. Or a piece of falling masonry. Yes, you can actually get to choose what kills you. By using the multi-load landscape facility, you are able to produce two further areas in which to die. These consist of a landscape, and a Greekscape (lots of aliens in skirts drinking retsina?) It's particularly bizarre, featuring large statues with spaceships whizzing in and out.

As well as a variety of inanimate objects to avoid, there's the odd spaceship to



contend with too. Alerted by warning radar-like beeps, you find yourself suddenly in the midst of a swirling mass of enemy craft. There are ten assorted aliens to choose from, not that you get much choice, it has to be said. Some are on the round side, and some come in a fetching pyramid shape. All of them are, like you own ship, hard to spot, and again, it's all too easy to end up flying



THAN

straight into someone else.

I'm not quite sure what to make of **Leviathan**. Why do people spend a lot of time concocting a brilliant soundtrack, complete with warning bleeps, echoing bullets and sinister, thumpety-thump music, and leave all aspects of gameplay to a "close you eyes and pray you're lucky" sort of situation? Why can't I find it in my heart to like **Leviathan**?

It's not an easy game to get worked up about. There's very little sense of challenge and games which appear to rely on luck rather than skill to win through don't give me much entertainment.

I'm sadly disappointed that **Leviathan** has little more to offer than prettily decorated chunks of rock. And as a **Zaxxon**-clone it's a pretty poor show■

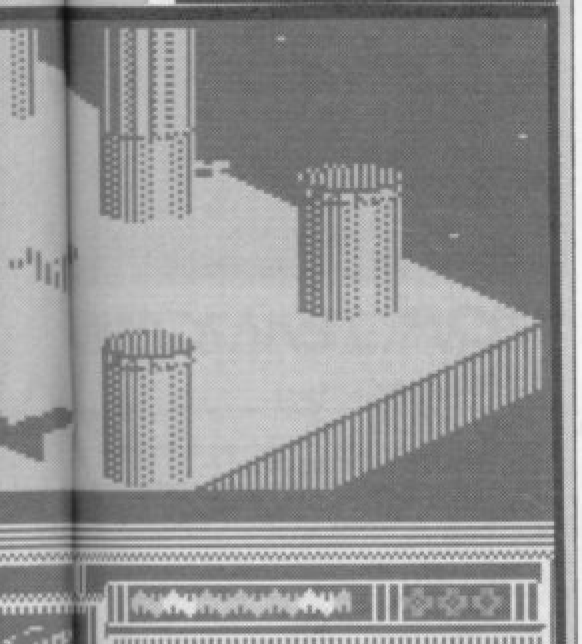
FACTS BOX

Zaxxon like, with a great soundtrack, but not a lot else. Any game inspired by ZZ Top has to be a bit suspicious

LEVIATHAN
Label: English Software
Price: £7.95
Memory: 48K/128K enhanced
Joystick: various

Reviewer: Tamara Howard

★★★☆☆
★★★☆☆ **6**





ARCADE REVI



KILLER RING

Bats get a bad press. Quite unfairly they always get put down as nasty, flitting about and squeaking a lot. 'Praps that's why they're the enemy in **Killer Ring** from Reaktor.

Killer Ring is the sort of game to bring a spring to my step and joy to my heart. Remember **Space Invaders**? Dull, ploddy, but jam-packed with aliens to kill and nothing else. No radars to scan, no fuel-gauge to check, just simple blast, blast, blast. Well, **Killer Ring** is remarkably similar to that – or **Phoenix** – except with bats. A lot of them. And it's very fast.

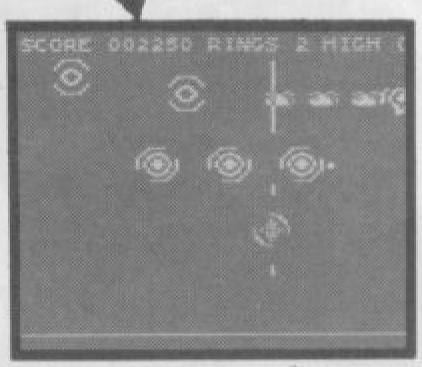
You begin to realise just how simple the game really is when you check out the instructions on the packaging. There aren't any. What you do get is a recipe for K-Ring cup cakes, and very tasty they are too.

The message is simply, and happily: If it moves, shoot it, If doesn't shoot it anyway.

So I joyfully pressed the *Fire* button and got on with the serious business of bat hunting. And they weren't anything like your ordinary average vampire. These bats fly in waves, preceeded by an Anti-Matter beam, which must be shot through in order to hit anything at all.

As the game claims to get harder each time you play, even when you're on Idiot Level, if you don't can't hack it first time around, you're certainly not going to get much further each time you play. (Personally I think this is just a ruse to make you think you're being really clever when you manage to get past a wave.)

After many, many, increasingly hard waves, you'll reach a spaceman, and the



simple requirement where he's concerned is that if you blow his heart out you'll get lots of points and win the game.

Killer Ring is beautifully simple to play. Just stay put and *Fire* at will. The odd bullet, or perhaps it's a bat dropping, will come your way, but, on the earlier waves at least, these are quite easy to dodge. What you may find disconcerting at first is the enormous amount of bat debris that flies about the place, but don't panic. Bat entrails may be a bit on the unpleasant side, but they won't damage you in any way.

You'll find yourself represented by a gun-sight sort of object, which fires beams from the top and bottom. The odd bat will get past you and fly down behind you. Leave it until it comes up, round and above you and then give him one right on the nose. That'll take care of him, and allows you to progress to the subtleties of the next set of bats.

The graphics are nice and simple. All one-colour – again a very similar sort of effect to **Invaders**. The bats – which do look a bit like frogs (but then I never was very good at biology) – break away from the rest of the bunch one by one and circle round, in a fetching manner, wings outstretched, evil grins on their little faces . . .

But I digress. What we've got here is a nice straightforward game with continuous shooting and some good music and sound effects too. One happy reviewer■

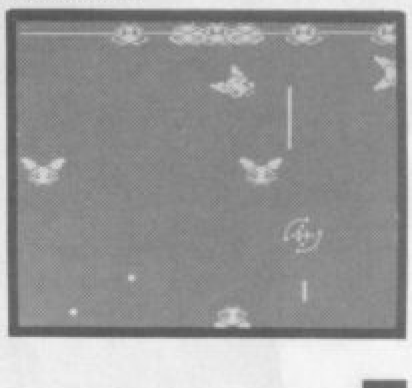
FACTS BOX

Space Invaders with bats. Turns away from complexity of modern games, and offers wholesome violence

KILLER RING
Label: Reaktor
Price: £4.99
Author: Tony Crowther
Memory: 48K/128K
Joystick: various

Reviewer: Tamara Howard

★★★★☆
★★★☆☆ **7**



ÖUTLA

SQUIRT SQUIRT



One more move and you're wet PUNK! ▲

Gone are the days when toy guns were made of tin and had "Buckaroo Jones" stamped on them. *Miami Vice*-type designer weaponry is all the rage in the toyshops.

Entertech does a range of frighteningly realistic water-cannons. The *M16 Motorised Water Machinegun* wouldn't look out of place on the set of *Platoon*, flashes, makes loud noises, has a refillable water clip and shoots a jet of water 30 feet. £12.99 for this desirable weapon.

At £11.99 there's Crockett's favourite, the *Double-Clip Baretta*, complete with folding stock, strap and two clips, while if you want to go right over the top there's the Afghan's delight, the *RPG Rocket Launcher* with giant water canister at £18.94. If you're a lousy shot, try the *Defender* pump-action shotgun at £7.47; this shoots a wide burst of water so even you couldn't miss.

Larami's *Z-Matic* series includes some real convincing replica weaponry, all firing very LOUD ammunition. Dirty Harry fans can go for the *Colt Python* handgun, while for £9.97 the wicked-looking *Uzi Rifle* can be yours.

Nichols' version of the *Uzi* is actually motorised, and fires 250 shots per minute of roll caps – not one to fire in the post office. £9.97 again.

Finally, for £19.97, revolutionaries should try the *Daisy AK-47 Assault Rifle*. With single or rapid fire selector and electronic sampled sound effects, it's so convincing it makes you wonder whether the Russians aren't saving the odd rouble or two by issuing these instead of the real thing.

All products available from TOYS-'R'US and other large stores

CHRIS JENKINS



ARTY LP SLEEVES CHART



1 Who's That Girl *Madonna*
2 Sixties Mix *Various Oldsters*
3 Return of Bruno *Bruce Willis*
4 The Joshua Tree *U2*
5 KLM *Mel + Kim*
6 Keep Your Distance *Curiosity Killed the Cat*
7 Sam Fox *Samantha Fox*
8 Licensed to Ill *Beastie Boys*
9 Hit Revival *Various Even Oldersters*
10 Terence Trent D'Arby *Terence Trent D'Arby*

COIN-OP OF

Spin-offs of a successful game are more often than not poor copies of the original, with arcade manufacturers hoping the product will sell off the back of the originator.

Defender seems to be an exception. A brilliant concept in its own right, it has already spawned *Nemesis* and *Salamander* – both extremely playable games and now there's a third. Maybe the best yet.

R-Type from Irem Corporation is yet another successful lookalike with some of the most astounding graphics I've seen in a long while. Played in a similar way, you've got to fly your craft from left to right down a long tunnel blasting away at a multitude of highly coloured aliens and guardian monsters.

It's the incredible speed of the



TOP TEN COIN

1 R-Type
2 Out Run
3 Double Dragon
4 Midnight Landing
5 1943
6 World Wars
7 Flying Shark
8 Sauro
9 Rolling Thunder
10 Combat School

This list is compiled from one arcade in London

ANDS

F THE MONTH

program and the brilliantly drawn graphics that make *R-Type* so special. You've got a real brainteaser on your hands as you try to work out how to get past the massive guardians at the end of each section. To destroy each guardian you're going to have to shoot it a great number of times, and work out a pattern of movement that'll get you past it in one piece.

Extra fire power can be found in metallic balls which fit onto the nose of your craft. The more you collect, the greater the variety of bullets and lasers. Finding them is a cinch. Just shoot a harmless species of alien and pick up the jewel it leaves behind. Trouble is . . . you've got to find out which of the aliens are the harmless ones . . .

CLAIRE EDGELEY



…OPS SEPTEMBER

	Irem Corporation
	Sega
	Taito
	Taito
	Capcom
	SNK
	Taito
	Konami
	Atari
	Konami

…don's …End. Thanks to John Stergides of Electrocoin.



FUN WITH INFLATABLES

Get bored lying around on the beach? Liven things up with some of the spiffy wet-type fun items available from your local emporium.

The Wet Set Inflatable Ride-On Killer Whale (I kid you not!) is 84" of jet-black terror for the tinies. Complete with hang-on handles and a puncture outfit in case of barracuda attacks, it'll cost you £9.97 plus lots of puff. They do a mean alligator too.

If your idea of fun is more leisurely, try:

The Entertainment Centre: a huge inflatable airbed (78 x 60) with two clip-on pillows and a special pouch for six beer-cans. Sounds more like a Laziness Centre to me; £17.97 not including Ambre Solaire.

For the timid,

The Spouting Whale Pool is ideal; 60 inches wide, 6 inches deep, and featuring a charming blue whale in the centre which squirts water when you squeeze him. £8.94 to you, cap'n.

For the more adventurous:

The Wet Set Seahawk one-man inflatable boat is 62 x 40 inches of jolly seagoing fun at only £7.97. It comes with a safety rope and oarlocks (that's OARLOCKS), but bring your own oars.

Lastly, throw out that grungy black face-mask with the moth-eaten rubber bits, and invest in a new coral face mask and snorkel. In a range of translucent plastics, starting at £3.97, they're the Swatch of the underwater world, and will make sure that you aren't mistaken for one of the common herd beneath the waves. . .

All products available from TOYS'R'US and other large stores.

CHRIS JENKINS

BOING, ZZZZ, WOOSH, KERRANG, WAH (MUSIC TECH)

Electronic musicians, prepare to be stunned by the launch of an incredibly cheap range of powerful musical instruments from Cheetah Marketing.

Cheetah has now produced a series of affordable instruments which threaten even musical giants like Casio.

- The MS6 Polysynth Module, at under £250, plays six different sounds at once under computer control (that includes your Spectrum!). It has two oscillators for each of the six voices, 64 program memories, full Midi, an arpeggiator for those impossible-to-play riffs, and sits in a standard 19" rack. To play it you'll want a Midikeyboard:
- The MK511 five-octave version at under £200.
- The MK5V with velocity response and modulation wheel at under £280, or even the monster 7-octave touch and velocity responsive MK7VA at under £400.
- The MD8 Midi digital drum machine will lay down that heavy beat, with eight drum voices, each of which can be changed by loading a new sample from cassette. Cost – an amazing £150.
- The Powerplay Electronic Drum Kit has five full size pads and a steel frame, and allows you to play the MD8 drum machine completely live, or with programmed accompaniment. Cost is around £160.

With a Midi sequencing package at under £50 on the way, you'll soon be able to outfit a whole band for the cost of one Yamaha DX7. Well def!!!

CHRIS JENKINS

SCIENCE FACTS AND FICTION

If you've read *Starship Troopers* or a dozen other Science Fiction novels, then you'll be familiar with the concept of powered armour. If you haven't, it's like a medieval suit of armour, only full of electronics and motors and weaponry, and it was supposed to be the sort of thing that the soldiers of the far future were going to be wearing into battle.

But if research being conducted at the US Army's facilities at Los Alamos is successful, then we may be seeing powered armour being used on the battlefield before the end of this century. In fact Col Oliver North is probably testing the stuff out right now . . .

Looking very much like a spacesuit or diving suit, the powered armour will have a helmet with head-up display relayed from a built in computer, motors which amplify the wearer's own strength so he – or she – will be able to carry heavy weights. Getting hungry or thirsty? no problem – check out the built in water, air and food supplies. It will be immune to laser beams, nuclear fallout, chemical warfare and more mundane but equally deadly things like the odd bullet.

Whether it'll have its own jet-pack built in isn't clear, but it will almost certainly have heavy duty weaponry built in and linked up to the on-board computer. All the trooper of the future will have to do is look at something, blink and blammo! Hmmm, wonder what'll happen if he sneezes . . . whoops, there goes Basingstoke!

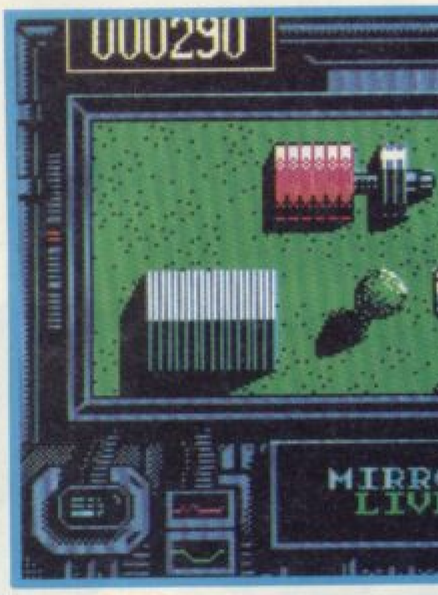
GARY ROOK

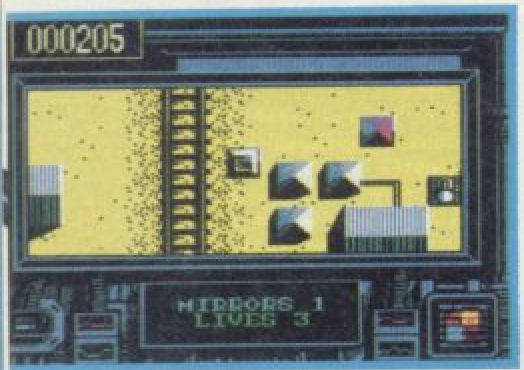
Rebel manages to be a strategy game disguised so effectively as an arcade game that it may simultaneously appeal to both strategy fans who like to think about game moves and the most brain-frazzled joystick junkie who gets bored if something doesn't happen every .001 seconds.

All this and a highly original game concept too!

Rebel is all done with mirrors, the basic game plot being so astoundingly simple that a complete dunderhead (even me) could grasp the game mechanics in about thirty seconds – getting it right however is another matter entirely.

Never mind all the details of the plot the gist of it is this: There are ten levels and on each the idea is to escape. Now the exit is pretty easy to find despite the fact that each level is





patrolled by fiendish (but very square) robots which zoom back and forth along predetermined lines. The robot movement patterns are predictable so it is possible to learn their routes and avoid them (in theory – actually you crunch into a wandering security robot surprisingly often) but none of this is the point of the game.

Getting out of the exit involves persuading a laser beam to hit it. The laser is in one location and the exit in another, and the laser is powered up by standing on the exit. So far so good – find the exit, stand on it and . . . Zap. Well, no . . .

The only way to get the laser beam to strike the exit is by bouncing the beam around the screen using a series of mirrors. Your droid (which looks remarkably like a tank) can pick up, put down or turn mirrors by 180°.

The strategy therefore is to work out where to place each mirror and what direction it should be facing so that the laser beam bounces around between the mirrors and ends up at the exit. Mirrors can only be placed in special squares and only one combination of mirror placements and orientation will work.

It may sound awesomely difficult – and it is – but you can work out placement strategies





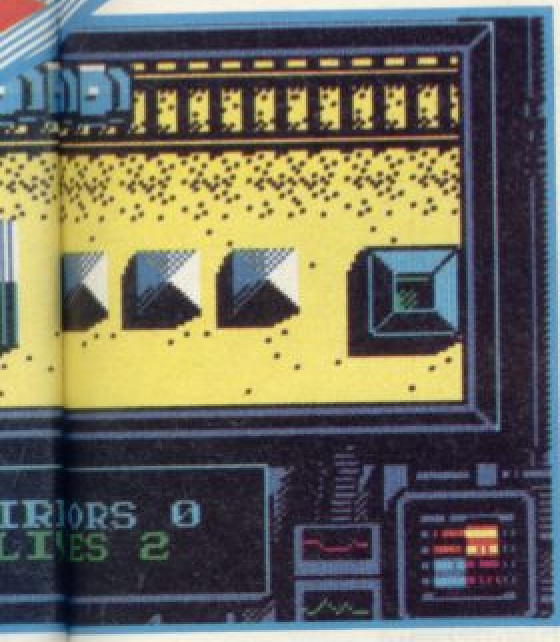
FACTS BOX

Inventive mixture of arcade and strategy – the only doubts are how much of a long term challenge it is

REBEL
Label: Virgin Games
Authors: Gang of Five
Price: £7.95
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★★☆ 8



that will help. For example the last mirror must go in a square directly north, south, east or west from the exit, the next either north, south, east or west from that one and so on ending up at some point with a square which is directly north, south, east or west from the laser. Get the idea? All this whilst dodging roving robots.

Having got through the first level (I just thought I'd mention it) I can exclusively reveal that the second level is harder and fetures, along with roving androids, droid trains hurtling along railway lines. Having also ventured into Level 3 (thought you might just like to know); I can warn you that the exit is acros a river with one bridge which is seriously guarded by robots.

Despite the simple idea **Rebel** is extremely well programmed. The relatively simple (OK then, square) shapes means that there is essentially no attribute clash noticeable at all.

ARCADE REVIEW

And despite that the backgrounds are detailed including touches like shadows formed by trees and walls. Sound is tolerable but hardly matters on a game like this anyway.

So. Is this a 100%, no compromise, rabid enthusiasm review? Not quite. It would have made an absolutely fabulous budget game game but at full price I can't help thinking that the total of only ten different levels is too low. The problem is then when you solve a level you've cracked it – you are more or less (subject only to avoiding androids which have, anyway, fixed movement patterns) assured of always completing that level every time you attempt it.

I can see some people finishing this game in about a week with a bit of dilligence.

Nevertheless for originality alone **Rebel** deserves serious praise■

PROGRAMMERS

Two of Virgin's in-house Gang of Five team worked on **Rebel**
Martin Wheeler: responsible for most of the game design and the crystal-clear graphics. He joined Virgin, aged 14, and wrote the chart topping **Sorcery**.
SOFTOGRAPHY: **Sorcery** *(Virgin, 1985)*, **Dan Dare** *graphics (Virgin, 1986)*, **Falcon** *graphics (Virgin, 1987)*
Link Tomlin: helped Martin with the game design and did most of the actual coding. **Rebel** is the first arcade game he's worked on.
SOFTOGRAPHY: **Scrabble** *PCW8256 and Macintosh versions*



rental companies, builders and other competing advertisers. Each one can display their latest rates and special offers. So if you want to compare the prices of several different firms, just tap a few keys to find the lowest quote. Electronic Yellow Pages already covers all of London, Guildford, Reading and Watford. To find out more about how this new service works, or if you have any difficulty gaining access, phone our Helpline on Reading (0734) 506259. And even if you don't win the competition, you'll still find that Electronic Yellow Pages offers many rewards.

HOW TO ENTER

First, you must programme your terminal to connect to EYP:
if you have a Videotex terminal with a Database Directory, simply add EYP and the appropriate telephone number below to the menu, as shown in the terminal handbook;
if you have a Teletype terminal, (e.g. a microcomputer) simply set up a profile for EYP using the relevant telephone number and technical settings. If you are not sure how to do this, ask your computer supplier.
To gain access, dial the number you've programmed and, once connected, you'll be asked for a user ID number. Simply enter the special competition ID shown below, and follow the instructions.

ACCESS NUMBERS

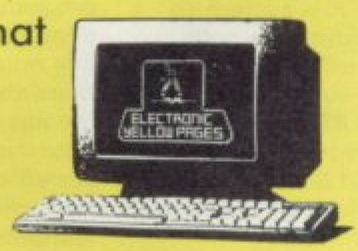
For Teletype 300/300
Dial: Reading (0734) 586255
Enter ID: 5005
For Teletype 1200/1200
Dial: Reading (0734) 597231
Enter ID: 5005
For Videotex 1200/75
Dial: Reading (0734) 585151
or go to Prestel page 3813
Enter ID: 5006
Like the whole EYP database, entering the competition is free.

TECHNICAL SPECIFICATION

Technical settings for EYP are:
7 data bits, 1 stop bit, even parity

PRIZES:

1st £250; 2nd £100; 3rd £50; 150 consolation prizes of £20.
The closing date for entries is 30th September 1987.



The trouble with subroutines

Parameter errors put right

Neville Young of Falkirk is writing a Basic program which uses a number of *GOSUB* subroutines. He writes: **I have a routine which is called from all over the program and I pass the parameters for the routine in an array that is set up before the *GOSUB* call. This works fine, but a problem arises if the subroutine discovers an error in one of the parameters because I then stop the program with the print-out telling me that one or more of the parameters is invalid. Can you tell me of any way of finding the line and statement number of the *GOSUB* that called this subroutine, as it is here that the error has occurred, not within the subroutine itself.** Neville has put his finger on one of several weak features in Spectrum Basic, namely that it is not possible to pass parameters to a subroutine in the subroutine call. The standard call to a Spectrum subroutine is

GOSUB x,

where ***x*** is the line number of the first line of the subroutine.

It would be much more useful if you were able to use something like the following:

***GOSUB* Fred (a,b,c,X$,Y$)**

where **Fred** is the name of a subroutine being called, the letters **a,b** and **c** represent numerical parameters being passed to the subroutine and **X$** and **Y$** are characters being passed to the subroutine. Obviously it would be useful to be able to pass as many parameters as you required to the subroutine in question.

In order for this system to work the subroutine would have to be identified with a matching line such as 1000 *SUB* **Fred (p,q,r,A$,B$)**, where 1000 is the line number of the subroutine and *SUB* identifies it as a subroutine with the name **Fred** and with the five parameters. This is the sort of facility which does exist in some other versions of Basic and other high-level programming languages.

The Spectrum doesn't have this kind of facility so Neville is working around the problem by passing his parameters in an array, the values of the array being met immediately before the subroutine call. Once the subroutine has been called, there would appear at first to be no way of identifying which *GOSUB* in the program actually called the subroutine.

I can, however, think of two ways of making such an indentification possible. The more transparent way, which is therefore probably the better one is to set a parameter in the array which indicates which *GOSUB* call is doing the calling. For example, if the subroutine is called from ten different locations within the program at lines, say, 100, 500, 1200, 1900, etc, then one of the parameters passed in the array would be the line number at which the call is made ie: 100, 500, 1200 1900, etc. The subroutine could then look at that particular parameter to determine where its call had come from.

The other way of doing the job is to look up the value of the line number from which the program has been called in the *GOSUB* stack at the top of the Spectrum memory. The program in Table I demonstrates how the *GOSUB* line number is stored. If you think about it, it's obvious that the line number to which the return is to be made must be stored somewhere in memory because otherwise the computer would lose track of where it was supposed to be in the Basic program. What happens is that when the Basic interpreter comes across a *GOSUB* instruction, it stores the line number of that *GOSUB* instruction, right at the top of memory. When it encounters a return instruction subsequently, it looks up the value of the line number stored previously, deletes the stored information from memory and jumps back to one beyond that line number and continues executing the Basic program.

The program in Table I demonstrates how a couple of *PEEK* instructions can be used to look-up the line number. A further complication, which is not demonstrated in Table I, is that if *GOSUB*'s are nested, ie, subroutines are put one inside another so that a subroutine calls another subroutine then your have to be careful to look up the correct line number when determining the line number of the *GOSUB* call. Broadly speaking what happens is that the area used for storing the line numbers grows downwards in memory from the top.

TABLE I. Program to demonstrate how to find the line and statement number from which subroutine was called

```
100 GOSUB 1000 : GOSUB 1000
200 GOSUB 1000
300 GOSUB 1000
400 GOTO 100
↓
1000 LET SP = PEEK 23613 + 256*PEEK 23614 +2
1010 PRINT "LINE NUMBER; PEEK SP +256* PEEK
(SP+1); "STATEMENT NUMBER"; PEEK (BP+2) − 1
1020 RETURN
```

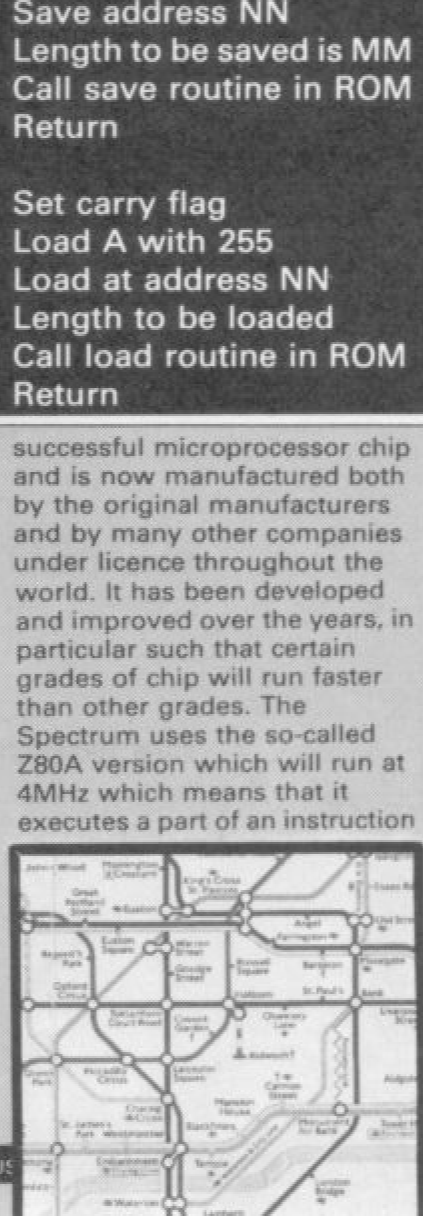
Help! cries David Thomson of Dundee. **Help! Help! Help! Please can you tell me how to save a headerless program?** Sure can, David. Look at Table II where you'll find two machinecode routines for saving and loading headerless files. Please note you need to know the start address and length of the program to be saved and loaded when using those routines.

TABLE II. Two routines to Save and Load MM bytes of data starting at address NN on tape in a headerless file

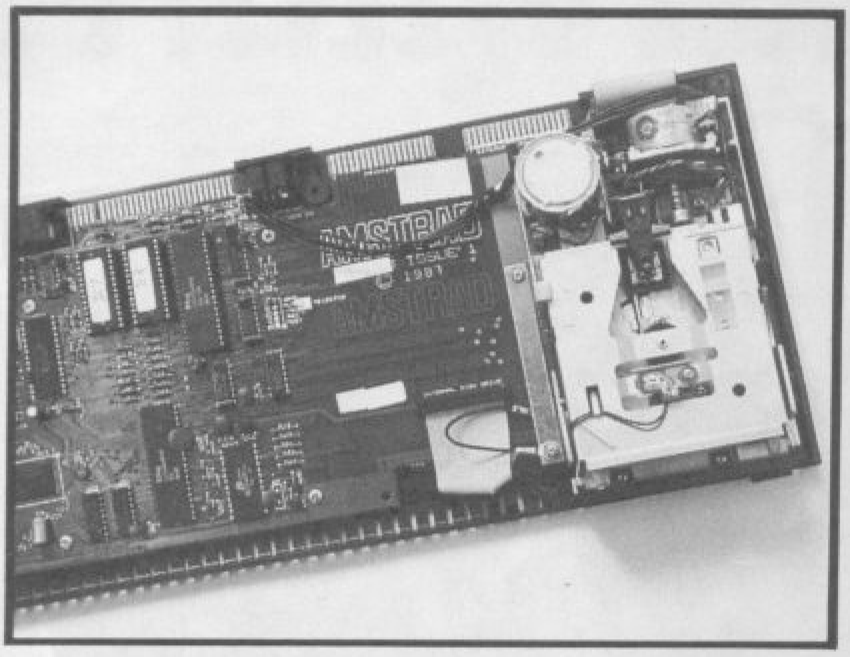
DECIMAL	ASSEMBLER	COMMENT
167	AND A	Clear carry flag
62 255	LD A, 255	Load A with 255
221 33 ? ?	LD IX, NN	Save address NN
17 ? ?	LD DE, MM	Length to be saved is MM
205 194 4	CALL 1218	Call save routine in ROM
201	RET	Return
55	SCF	Set carry flag
62 255	LD A, 255	Load A with 255
221 33 ??	LD IX, NN	Load at address NN
17 ? ?	LD DE, MM	Length to be loaded
205 86 5	CALL 1366	Call load routine in ROM
201	RET	Return

Document – Or not?

What are 'undocumented Z80 instructions? **asks Michael Timberlake of Worksop, and why aren't they documented?** Good question, Michael. Let me try and explain. The Z80 microprocessor which lies at the heart of the ZX Spectrum (and many other micros like the Amstrad CPC range) was developed from an earlier microprocessor – the 8080 which in turn was developed from previous work. By my calculations the Z80 has about 600 different instructions documented in its instruction set. It's been a hugely successful microprocessor chip and is now manufactured both by the original manufacturers and by many other companies under licence throughout the world. It has been developed and improved over the years, in particular such that certain grades of chip will run faster than other grades. The Spectrum uses the so-called Z80A version which will run at 4MHz which means that it executes a part of an instruction



HEWSON HELPLINE



A leading question

I own and Alphacom 32 Printer, writes Darryl Sykes of Huddersfield. **I would like to know if there is a lead that can be used to attach it to the RS232 port of my 128K Spectrum.** Sorry Darryl; the Alphacom printer uses the original ZX system and is designed to couple to the extension port on the back of the original ZX Spectrum. The system used is completely non-standard – unique ie peculiar to the Spectrum alone and there is



alas no way of converting it to run on an RS232 port.



How fast is 3 inches?

There has been a lot of publicity about the new Spectrum 128K+3 with built-in 3 inch disc drive, writes Michael Hayes of St Albans. **Do you know how fast it works and also are you able to use such techniques as you do with tape such as flashy hyperload systems?** The Spectrum 128K+ 3 in my opinion is an excellent development. I have felt for a very long time that what the huge user base of Spectrum owners in the UK required was good solid reliable hardware. A year ago Amstrad gave us that with the 128K+2 with its built-in cassette interface. Although the interface was felt to be unreliable in some quarters, I personally have never had any problem with it and I have found very few people who have encountered real difficulties. The addition of a built-in disc drive is a great relief and opens up all kinds of possibilities for the machine.

The drive is reasonably fast and compares well with other machines on the market. It is infinitely better than the disc drive on the Commodore 64 and Commodore 128 although I'll probably be lynched for saying so. I have always felt that disc drives should mean you only have to wait two or three seconds for your software to appear on the screen. The Spectrum Plus 3 with its 128K memory more or less achieves that. I therefore very much doubt if we will see the kind of hyperload systems that are common on C64 discs because they are, frankly, unnecessary.

By the way, I have been keeping very quiet about the Spectrum 128K+3 because Amstrad told me about it very early on in its development on the understanding that I would not let the cat out of the bag. Therefore I have not had the opportunity to write about it in the column before. I have decided that since Michael Hayes raised the subject he wins this month's pirate copy of **Zynaps** to play on his favourite computer.

four million times per second. Other versions of the Z80, such as the Z80B run faster at 6 or 8MHz. The 600 or so instructions which make up the 'documented' instructions set are not all independent instructions. Very many of them are made up of bits and pieces of other instructions. A simple example of this is the

LD BC, NN

instruction, which tells the chip to load the *BC* register pair with a number *NN*. This instruction is clearly linked to instructions like

LD B, C,
LD DE, NN
and
LD B, N

The internal structure of the Z80 which handles the similarities is obviously very complicated. You can think of it as an immensely more complicated version of the London Underground system or any other network where there is more than one way of getting from one place to another using the system.

For example, imagine that you want to travel from Kings Cross to Victoria. The obvious way is to catch a Victoria line tube train which links these two stations directly and is fast and direct. However, there is another line which runs between the two stations round in a circle via Liverpool Street and Tower Hill. You can travel from Kings Cross to Victoria without changing on the Circle Line, but it will take you rather longer than on the Victoria Line. If you asked an official from the London Underground for advice, he would tell you without hesitation, to catch the Victoria Line and would not even mention that you could travel on the Circle Line if you felt like it. However, if you knew what you were doing, and has some experience, you might choose to travel on the Circle Line, perhaps because you wanted to collect something at Liverpool Street on the way past. This is an example of the sort of thing that can go on inside the Z80. If you know what you are doing, you can work out other ways of doing the same job which are not 'official' or 'documented', but which may have some advantage particularly for what you want to do.

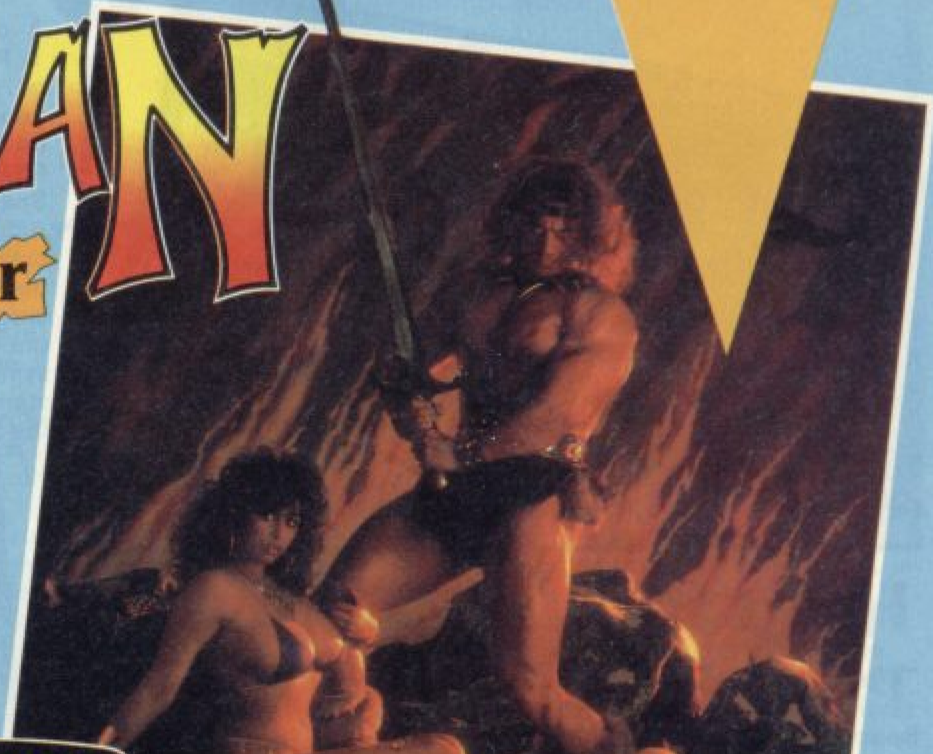
There is a risk in using these undocumented instructions, because nobody knows for certain that all Z80 chips that have ever been made will execute the same undocumented instructions. Clearly, you should only use the documented instructions when writing software for use by more than one machine.

It is fairly easy, by following the patterns in the Z80 instructions to locate the gaps in the instruction set and guess at instructions that might lie within these gaps.

Twice the Adventure.

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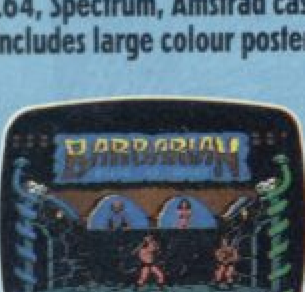
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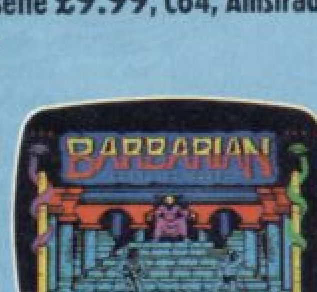
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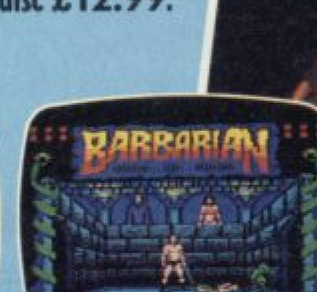
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Includes large colour poster.



COMMODORE



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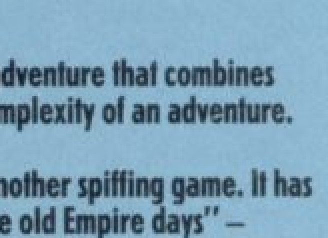
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PALACE SOFTWARE

CHALLENGE OF THE GOBOTS

Well I don't know about you but I haven't got a clue as to what all these **Gobot** things are about.

After spending ages and ages ploughing through the apparently endless 'book' (you load it into the Spectrum and flip from page to page – more economical than a novella) and considerably more time than was comfortable listening to the audio tape *Theme to the Challenge*. I was none the wiser.

Apparently some of your mates have been captured by an evil fiend by the name of Gog. To rescue them you must destroy everything on the surface of the planet, or something.

No matter, the game itself is rather good. It's all horizontally-scrolly with er, 'bold' graphics (ie blocky), a fair bit of colour and a lot of killing.

It's been written by Tony Crowther and Ross Goodley who've obviously been heavily influenced by Jeff Minter.

The screen is a bit difficult to explain movement-wise. As you can see, there's a ceiling and a floor, with a mountain range or something in between. Well, the mountains jiggle up and down a bit and it's possible to fly in either direction or – and this is where the Gobottian element comes to the fore – land on either the ceiling or the floor and trundle along.

While you are in the air you look like a sort of dart, and when you land, you mutate into a standing-up robot – standing the right way up on the floor or upside down on the ceiling.

Flying around is decidedly hairy at first, and you go very fast indeed. As you fly gravity pulls you to the top or bottom, toward whichever surface you are nearer at the time. As a result, most of your time will be spent waiting for a new man to appear after smashing headlong into something dangerous. Either that or one of the many enemy robots will knock you out.

Good news then that an editing section has been added enabling you to tailor certain aspects of the game (speed, gravity, etc) in order to make things a bit easier.

After I'd tweaked down the gravity a bit I started to do a little better. Along both surfaces are large white egg-like things which are apparently bases. Providing you have picked up a couple of the little robots which can be seen scurrying along the surface – Scooters – you can press the bomb button and drop one of the little suckers on top of the installation, blowing it to bits in a most gratifying manner.

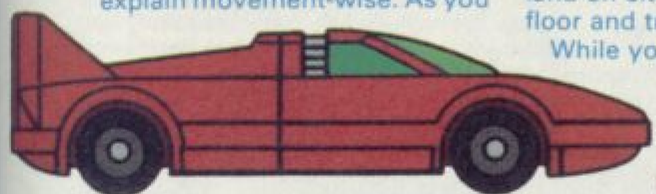
Destroy the correct number of bases, you'll move on to the next level.

Yes I know it's pretty disappointing the next level is almost invariably virtually indentical to the previous one save the fact that there are a few more varieties of aliens. But it's still great fun.

Gobots is actually a very playable arcade game that is anything but run-of-the-mill■









FACTS BOX

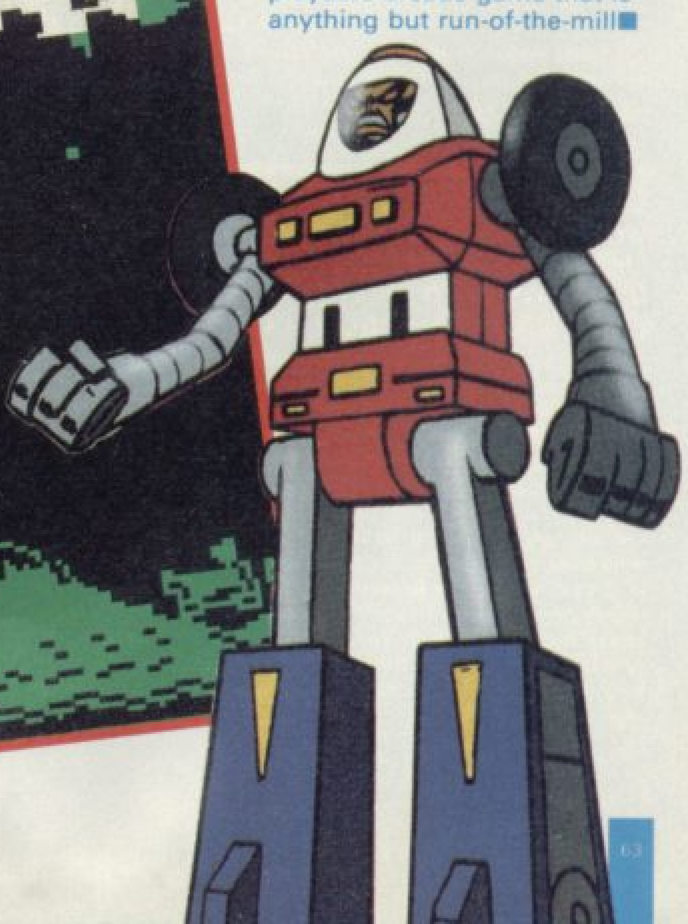
Worthwhile licence that stands up on its own. High-energy blast meets quirky oddity and they both come out of it well

CHALLENGE OF THE GOBOTS
Label: Ariolasoft
Price: £8.95
Author: Tony Crowther and Ross Goodley
Joystick: various

Reviewer: Jim Douglas

★★★★☆
★★★☆☆ 7





PROGRAMMERS

TONY CROWTHER: responsible for the game design. Well known as a C64 programmer of scrolling big-sprite titles like **Loco.**
SOFTOGRAPHY: Loco (Alligata, *1985*), **Potty Pigeons** (Gremlin, *1985*), **Monty Mole** (Gremlin, *1985*), **Killer Watt** (Alligata, *1986*), **Killer Ring** (Reacktor, *1987*)
ROSS GOODLEY: responsible for game design.
TONY COOPER: responsible for the coding. **SUPERBOWL** (Imagine, *1986*) **ARKANOID** (Imagine, *1987*)

PNEUMATIC HAMMERS

ARCADE Label: **Firebird** Price: **£1.99** Memory: **48K/128K** Joystick: **none** Reviewer: **Andy Moss**

Sad little budget game. Not much cop

Just because a game's in a budget range shouldn't mean that it's a poor quality product. Pneumatic Hammers well and truly squashes that theory. First of all there are spelling errors in the opening screen, and then in the game proper there's no joystick option. I ask you, in this day and age, not even a Kempston look-a-like! The game is littered with attribute clash and the instructions are wrong. Apart from that there's a semblance of a game in there somewhere, it just suffers from plain bad programming■

★☆☆☆☆
☆☆☆☆☆ **1**

CAPTAIN KELLY

ARCADE Label: **Bug Byte** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Andy Moss**

Re-released 'save the space station' game. Some tricky problems to solve on the way

No, not our esteemed Editor becoming a computer game tie-in, but a re-release of an old Quicksilva number that's actually still quite good. The aim of the game is to take over control of a space ship, that's run by robots. A bit like an early version of Paradroid but without the frills.

Captain Kelly is not just a "do it to them before they do it to you," game, it does have some complex scenarios to work out in order to complete it. For example, getting in to the radio room and locking on to orbiting satellites to beam extra energy into your power pack. It's because of all these extra bits that I really enjoyed the game, and with seven levels to work through you're going to get your £1.99's worth, that's for sure■

★★★★☆
★★★★☆ **8**

TWILIGHT ZONE

FLASH GORDON

ARCADE Label: **Mastertronic** Author: **Icon Design** Price: **£2.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

After a boring start, this multi-load arcade-adventure really gets going. Good budget release

A decade ago, you could go to the flicks of a Saturday morn' and see part of a weekly serial, probably the most famous of these being Flash Gordon. But, alas, it had to end. Many of the cinemas either closed down or simply just stopped showing serials. But Flash Gordon wasn't gonna stop there, no sirree. He was gonna fight for truth, justice and a computer licence. Being the great American hero that he is, he got it of course – from Mastertronic: one of the first heavy-duty budget licences. Mastertronic has left it to Icon Design to come up with the goods and they have done it again!

Flash has to save the world. Fine, that's the easy part. He has to do it in 24 hours. Simplicity itself. First, though, he has to work out the controls and I found this nearly impossible.

Part 1 is travelling through a jungle, collecting items, just like Tarzan. Then, in Part 2, he has to fight Prince Barin to win his trust. Finally, it's a bike ride over a chequered landscape.

Flash Gordon is an average game idea, very well carried out.

I quite enjoyed it, after the shaky start of course, and I would well recommend buying this if you're a budget fan■

★★★★☆
★★★★☆ **8**

CHESS NUTS

WORKOUT Label: **P T Cimatti,** 7 Kings Road, Llandudno, Gwynedd Price: **£3.00** Memory: **48K/128K** Reviewer: **Gary Rook**

If you're both a chess and computer nut, fine. Otherwise steer clean – strictly for the addicts!

Chess Nuts is another example of that strange breed, a computer chess program which doesn't have a game in it.

First off, you get the 1986 matches between Kasparov and Karpov. You can either just sit there and watch the games being played or you can try and remember the moves. This is great if you like watching paint dry.

Then you've got *Test Your Chess.* The opening moves of a game are set out, and then you have to take over and see how well you do. But whatever you type in, the program will play the moves that were played in a real life game between chess masters; and when you're moves aren't right, you're never told why. *50 Mates in Two* is just that – fifty chess problems which would have been far better left on the pages of whatever chess book they came from, not because they're no good, but because they don't work well on the computer screen■

★★★☆☆
★★☆☆☆ **5**

OLYMPIC SPECTACULAR

SIMULATION Label: **Alternative** Author: **Database** Price: **£1.99** Memory: **48K/128K** Joystick: **keyboard only** Reviewer: **Tony Dillon**

How on earth could anyone release such tosh. Aging and tedious multi-event sports simulation

I'm sorry. I can't keep it to myself any longer. Brace yourself for a shock. Are you ready? I am a . . . BUDGET FAN!!! I *LIKE* budget games! I put up a fight whenever any so-called 'friends' say anything against my treasured collection. It's a problem indeed.

But I think I've found a cure for my social blight. Olympic Spectacular. Quick, load it up. 'BEEEE-DIT-BEEE' (followed by strange beeping static noises). Hang on a mo, what's this on the loading screen? Micro Olympics? That can't be right. 1984,!? Well, it's loaded. Let's take a look at it. Aaargh! It's terrible!!! Eleven events and all practically the same. Five running events, three throwing events and all practically the same. Help!!!

And it *is* the Database title, released years ago, and not much cop then. The label says Alternative. The game says 'seen it all before'. Don't even think about buying it■

★★☆☆☆
★☆☆☆☆ **3**

SUPER G MAN

ARCADE Label: **Codemasters** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Andy Moss**

Get back to your ship and watch out for those aliens!

Yes folks, Codemasters has done it again and devised a splendidly entertaining cheapie, a cross between Jet Pak and Defender. Not only do you have to worry about gravity and a short fuel supply, but there are a number of perfectly gruesome aliens after your blood too.

The idea is to fly through the lunar landscape, picking up fuel cannisters as you go, along with some ammo to replenish your laser, in order to meet up with your shuttle to take you back home. Contact with the rocky outcrops is deadly and shaking hands with the aliens is definitely a no-go area. The action is not as fast as it could have been, but I suppose this way it lends itself to more players. Not very difficult after you've played it a bit, but great fun■

★★★★☆
★★★★☆ **8**

ULTIMA RATIO

ARCADE Label: **Firebird** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Andy Moss**

Fast and furious, smooth scrolling shoot-em-up. Good value

It's 33 years since galactic war broke out, and you were dong very nicely thank you until Ultima Ratio turned up. A nine-stage battle cruiser that carried multiple pulse guns, defence fighters and battle shields that had to be seen to be believed. Each stage must be completed and neutralised before you can progress to the next. The smooth graphics make this game, and let's face it, if you enjoy a straightforward shoot-em-up, as long as you've got smooth scrolling what more can you want? Ultima Ratio is large and colourful, fast and furious. Sit down, get set and push that fire button■

★★★★☆
★★★★☆ **8**

TRANSATLANTIC BALLOON GAME

ARCADE Label: **Virgin** Author: **Maxwell Technology** Price: **£7.95** Memory: **48K/128K** Joystick: **various** Reviewer: **Deniz Ahmet**

Complete tosh. Possibly even worse than East Enders! A definite no-buy

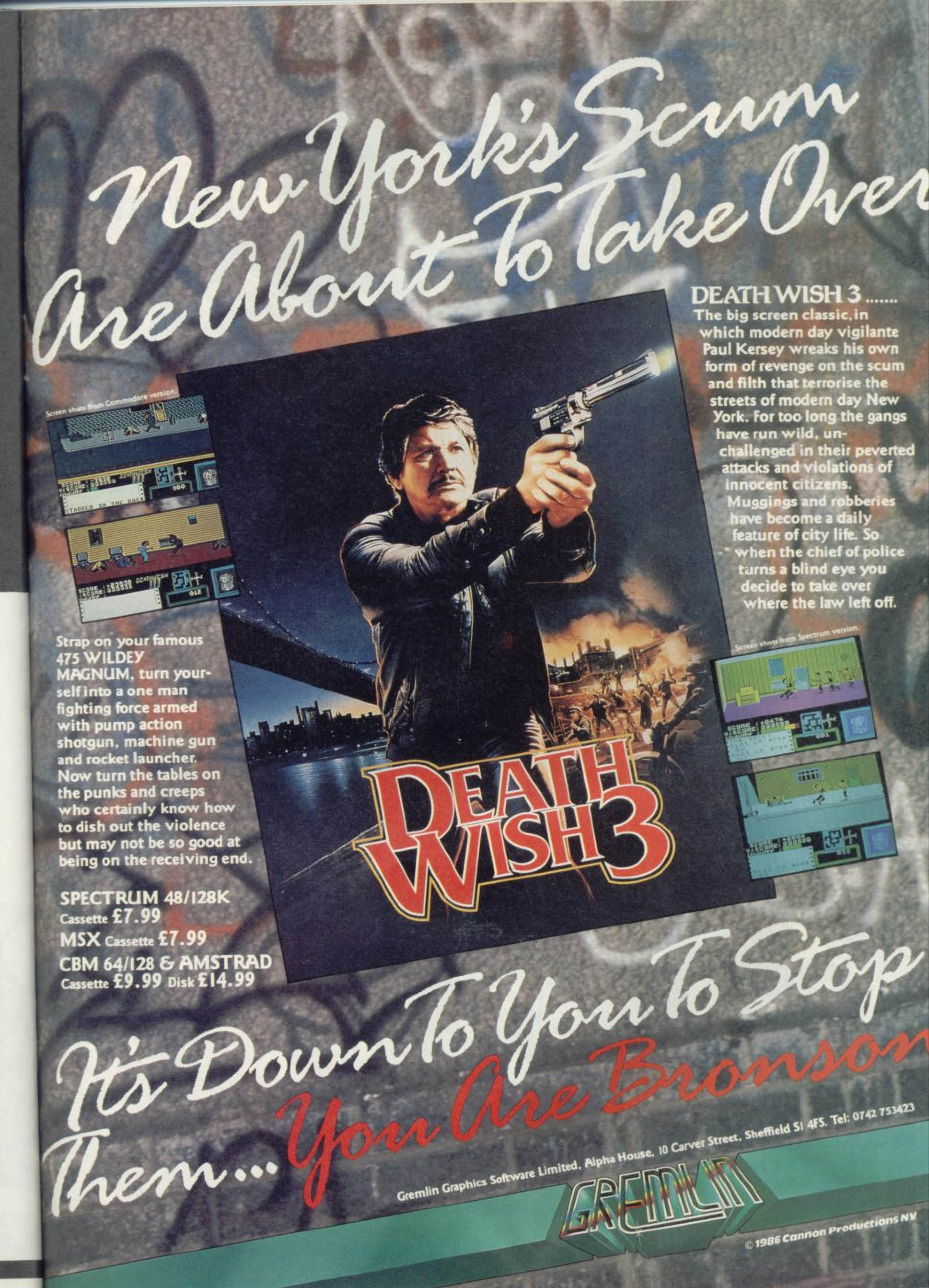
So Branson's down. It's all over. And who cares? Well Virgin does and it's put out a very bizarre game – the Transatlantic Balloon Challenge based on the (non)event of the same name. It's like one of those two-player split-screen motor racing games except that it's with balloons – and about as speedy and exciting as all that could imply.

As well as the split-screen balloons you get four icons on the right which control height, steering etc and also an indicator box which shows score, lives, fuel, energy and altitude. A central block shows your balloon's position over the ocean, represented by a tiny white dot.

The key to the whole thing is you are an eagle – with a sonic beam! You are!! Fly around and defend your balloon from missiles and bombs.

A poorly executed game which does no credit to the crossing in any way whatsoever■

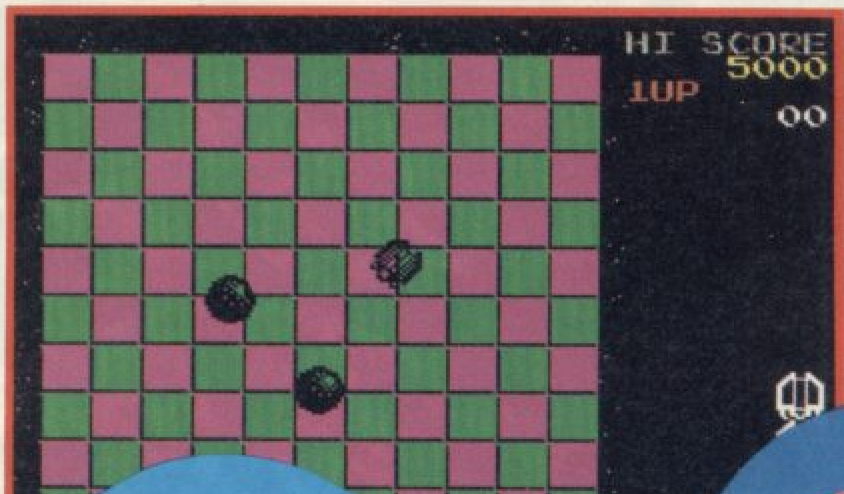
★☆☆☆☆
★☆☆☆☆ **2**



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Screen shots from Commodore version.
Screen shots from Spectrum version.
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ARCADE REVIEW

MOTOS



Is **Motos** Mastertronic's first coin-op licence? (Answers on a postcard to someone else please).

The game was originally an arcade machine by Namco and this looks to be a moderately faithful conversion.

Anyway, true conversion or not, the game is fabulous.

What can be more satisfying than pushing nasty alien bees off the safety of a psychedelic platform (actually it also looks like the disco floor from *Saturday Night Fever*) into the endless silent world of infinite space? Not much you'll agree.

Motos is kind of like marbles, but don't let that put you off. The idea is simple – you try to bump assorted alien shapes off a sort of grid. This is, at its simplest just a matter of bashing into them from behind. Bash them long enough in the right direction and they'll fall off. But . . .

The first problem is bouncing. Everything has a mass and a momentum and once you get several aliens bouncing around it's very easy to find yourself rather than the aliens falling into interstellar space. The second problem is that whilst you have enough 'barge power' to push off the silly round aliens once you get on to later levels your standard barge power is not enough to deal with such exotic things as alien bees and other insects. These latter opponents have considerably more barge power than you and you need to accumulate bonus power points to stand a hope in hell of getting them off the edge.

Then there's this other problem. If you take too long to clear a level, alien bolts start wizzing across the screen destroying not only everything in their path but also the very platform on which you're standing. Then of course there's the question of holes – some of the levels are riddled with holes – you did pick up the 'jump' pills when you had the chance didn't you? Otherwise . . .

Aside from the sheer fun of playing cosmic dodgems there is a strong element of strategy in **Motos**. You accumulate power and jump pills but you don't have to use them. And if you decide to use them how much will you need? Will one unit of bonus power be enough? Better not get it wrong though – if you underestimate and die you never get that wasted energy back. Partly it's a matter of knowing the levels – are you likely to need jumps or not? How much power to get rid of bees?

In terms of programming the work from Binary Design (**Zub**, **Amaurote**) is easily as good as anything done for say, Ocean or US Gold at full price.

The graphics are smooth – smooth enough to capture beautifully the sense of momentum and detail of movement the game requires.

You can opt for a colour or monochrome display but I can't believe anyone will find what slight attribute clash there is unacceptable on the colour version.

On 128K the sound is excellent, both the *Dambusters* march at the beginning and the various wibbly sound effects as you plummet into space.

I made it through around nine levels before the massed enemy forces got too much for me but there are over thirty to get through.

I'm going back for more. This game is astoundingly addictive and, good grief, it costs £2.99. What else can you possibly want?■

FACTS BOX

Original idea, excellent conversion, addictive, fast, furious, clever and strategic. All for £2.99. Highly recommended

MOTOS
Label: Mastertronic
Author: Binary Design
Price: £2.99
Memory: 48K/128K
Joysticks: various

Reviewer: Graham Taylor

★★★★★★★★★★ 10



PROGRAMMERS

BINARY DESIGN is an independant programming house building itself a lot of credibility with quality budget products like **Zub, Amaurote** and **180. Motos** is the work of two people, Matthew Rhodes and Jason Brooke.

MATTHEW RHODES: responsible for the basic conversion, working directly from the coin-op – it took him about three months.
SOFTOGRAPHY: **Grange Hill** (Argus, 1986), **Xenos** (Argus, 1986)

JASON BROOKE: responsible for the music track on the game.
SOFTOGRAPHY: **Miami Dice** (Bug Byte, 1986), **Delcrom** (Argus, 1986)





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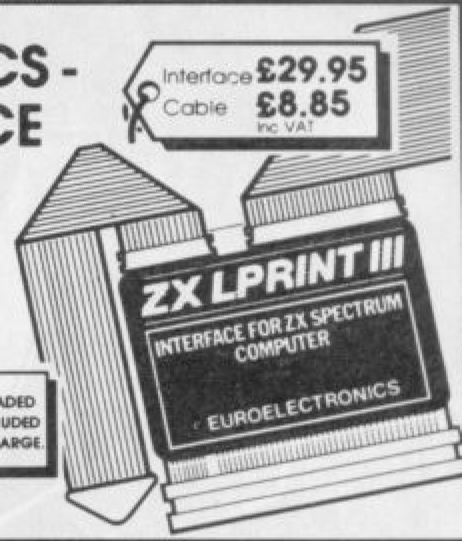
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SURGERY

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Spectrum on the blink? Rupert Goodwins has a cure

Printing with PCW?

I was wondering if it was possible to use the printer from Amstrad PCW with my Spectrum +

John Pinkney
Gosforth
Newcastle Upon Tyne

● *Yes, but it is staggeringly difficult. First, buy a serial interface for the PCW, and another for the Spectrum. Then wire up a lead. Then write a transfer program for the Spectrum that sends the info you want printed to the Amstrad in CP/M format. Put you off yet? Truth to tell, the program and wiring shouldn't be too tricky to do, it's really a question of whether you want to shell out for two RS232 interfaces. . .*

My rubber is torn

I own a 48K Spectrum and my rubber keyboard is not working very well. Several of the keys aren't working, and the rubber is torn in places.

I am thinking of buying a typewriter style keyboard, and was wondering whether I will need to have the old one repaired before fitting a new one.

Or can I just leave the old one in and plug in the new one alongside?

Robin Tew
Galleywood
Chelmsford

● *As some Spectrums (including mine) are going to be five years old shortly, this is going to be a common problem. In short, all the current crop of add-on keyboards fit in place of the old rubber mat and membrane, which you can either discard it or pin to your bedroom wall according to personal weirdness.*

Shorting out 12 volts

A while ago my Interface 1 stopped working. All the commands that used to run the Microdrive and serial interface are rejected by the computer, which puts a ? at the end of them. My interface works on a friend's machine; his interface won't work on mine.

It must be the computer, and an expert told me it was because at one point a joystick interface must have shorted two pins on the edge connector. He said it would need just one component to be changed, but refuses to tell me what that component is and asks for 35 pounds to do the repair, which is too much for me.

So, can you tell me what to replace and where to get it, also how to do the repair?

Ole Blokhus
Porsgrunn
Norway

● *A common problem, caused by the −12 volts on the edge connector being shorted to the M1 signal next door to it. This signal is used by the Interface One to tell when the Spectrum is looking for it. The short blows up an otherwise insignificant part of the Z80 chip, which must be replaced.*

The Z80 is an extremely common component, any local spares shop should be able to supply it for a couple of pounds. You have to be hot at soldering to replace the errant chip, as the Spectrum circuit board is rather delicate and the tracks are very densely packed together around the area of the Z80. A better way than unsoldering is to cut the pins down both sides of the chip, remove the black plastic body and solder the new chip onto the disembodied pins of the old. Good luck!

Too much too soon

I can't get a Rotronics Wafadrive, a Multiface 1 and an RGB interface to work together. Any two of the above will quite happily coexist, but with all three the Wafadrive can never acknowledge that a Wafa is present.

Is this due to a voltage drop because of overloading, and can I buy an extra power supply to compensate? Failing that, is there any recompense available from the shop who sold me the Multiface and Wafadrive, as they assured me they would work together.

Malcolm Morris
West Drayton
Middlesex

● *It's either due to a voltage drop (clue – is the TV picture wavy at the edges, and does the power supply get worryingly hot?), or the simple fact that a Spectrum is a beast which can't work with too many things plugged in at once. I suspect the former, as the RGB interface won't use any of the computer's digital signals which are prone to overloading.*

A simple cure would be to buy a higher amperage 9 volt power supply, and wire it up to the right sort of plug for your Spectrum. 3 amps should be enough, and unless you know about polarities I suggest you get your local TV repair shop to do the wiring. If the add-ons are taking too much power from the 5 volt supply which the Spectrum produces, the whole system will shut down after about ten minutes in a state of extreme hotness. And there is precious little you can do about that.

What Synth for a Spectrum?

I have bought a Music Machine and I'm interested in buying an electronic keyboard to use via the MIDI interface.

Can I use the Echo Music Synthesier? I've only got a 48K Spectrum, but you did say that it could be used without the software on this computer.

Linz
Bath

● *You can't use the Echo keyboard with the Music Machine. The cheapest Midi keyboard you can get is from Cheetah Marketing – (0222) 777377 – which for under 100 pounds is quite a bargain and well worth having. For 250 quid, there's the Casio CZ-101 digital Midi Synth, which as I've said many times before is a mircale of the modern age.*

My Emperor is wonky

I bought a Saga Emperor keyboard for my 128, because you said recently that they were electrically compatible. But non of my cursor keys work, so I can't program or go into 48K mode.

Have I wasted 40 pounds because of you, you stinker, or can you sort it out?

Murray Brough
Luton
Bedfordshire

● *Insults yet, my goodness. According to my information, the Emperor should work with the 128 as well as with the Spectrum +. It sounds to me that either the 128 or the Emperor has got the keyboard scanning timings slightly wrong, something best cured by replacement. If you really are stuck, then you can use Caps shift and 5,6,7 and 8 to produce left, down, up and right cursor movements respectively. This is also a useful trick for those (and there are lots, apparently) with slightly dodgy +2 keyboards.*

AY-3-8910= AY-3-8912?

I have a Micro Power sound board which uses the AY-3-8910. What are the differences between this chip and the AY-3-8912 that the Spectrum 128 and +2 uses?

If I output the same values to the same ports on the board as the Spectrum 128 does, will I get the same noises?

Does anyone produce software for it?

Fergus Paget
Erdington
Brum

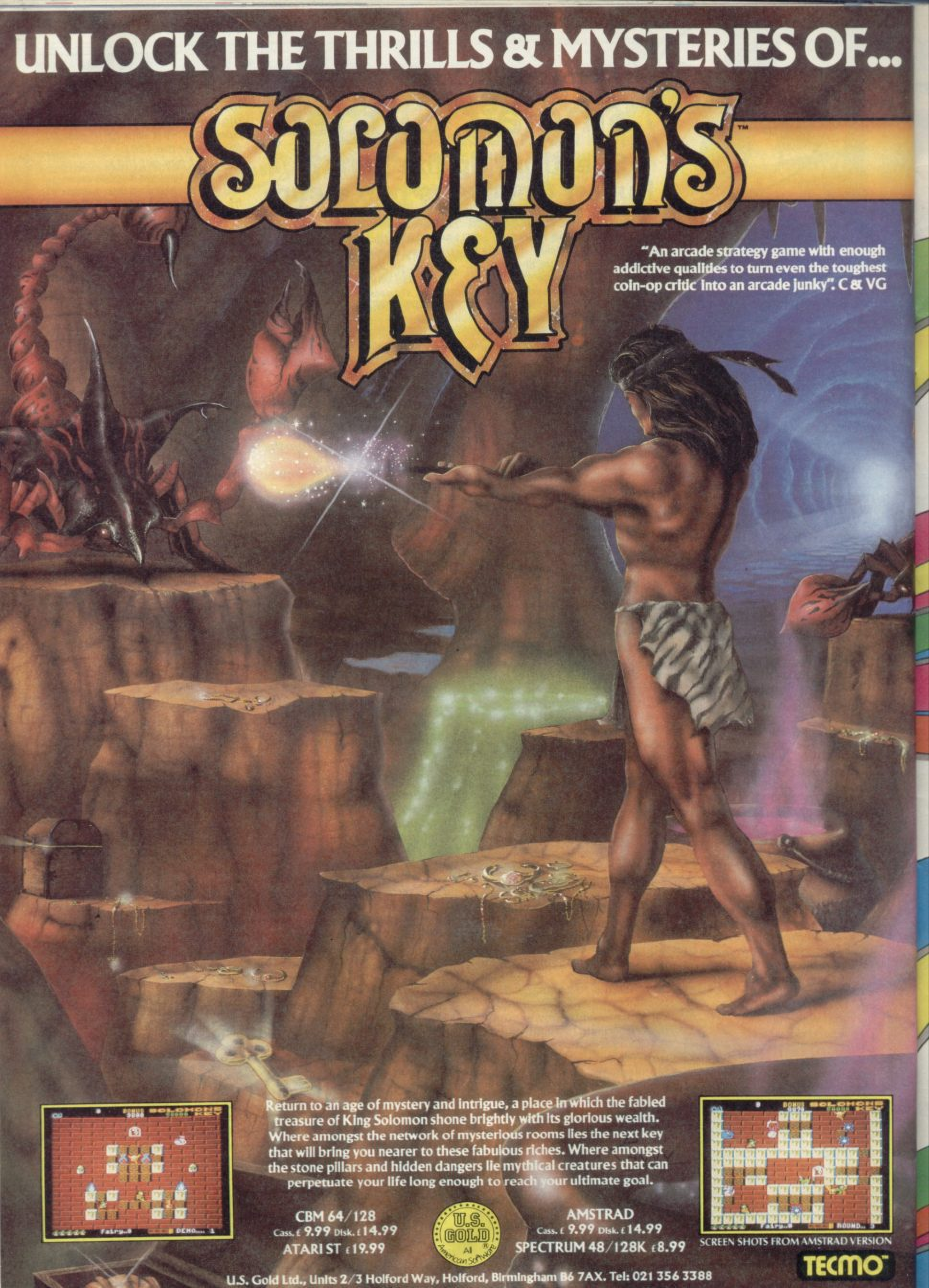
● *The AY-3-8910 is a big brother of the AY-3-8912 (or the 8912 as we jocularly call it in the trade). All the sound producing parts are exactly the same, so if you do as you suggest you might very well make the same noises. But beware – the sounds might be shifted in pitch, because the Micro Power board could hav a different clock frequency to that used by the Spectrum (1.77 MHz). Nobody produces software for it any more.*

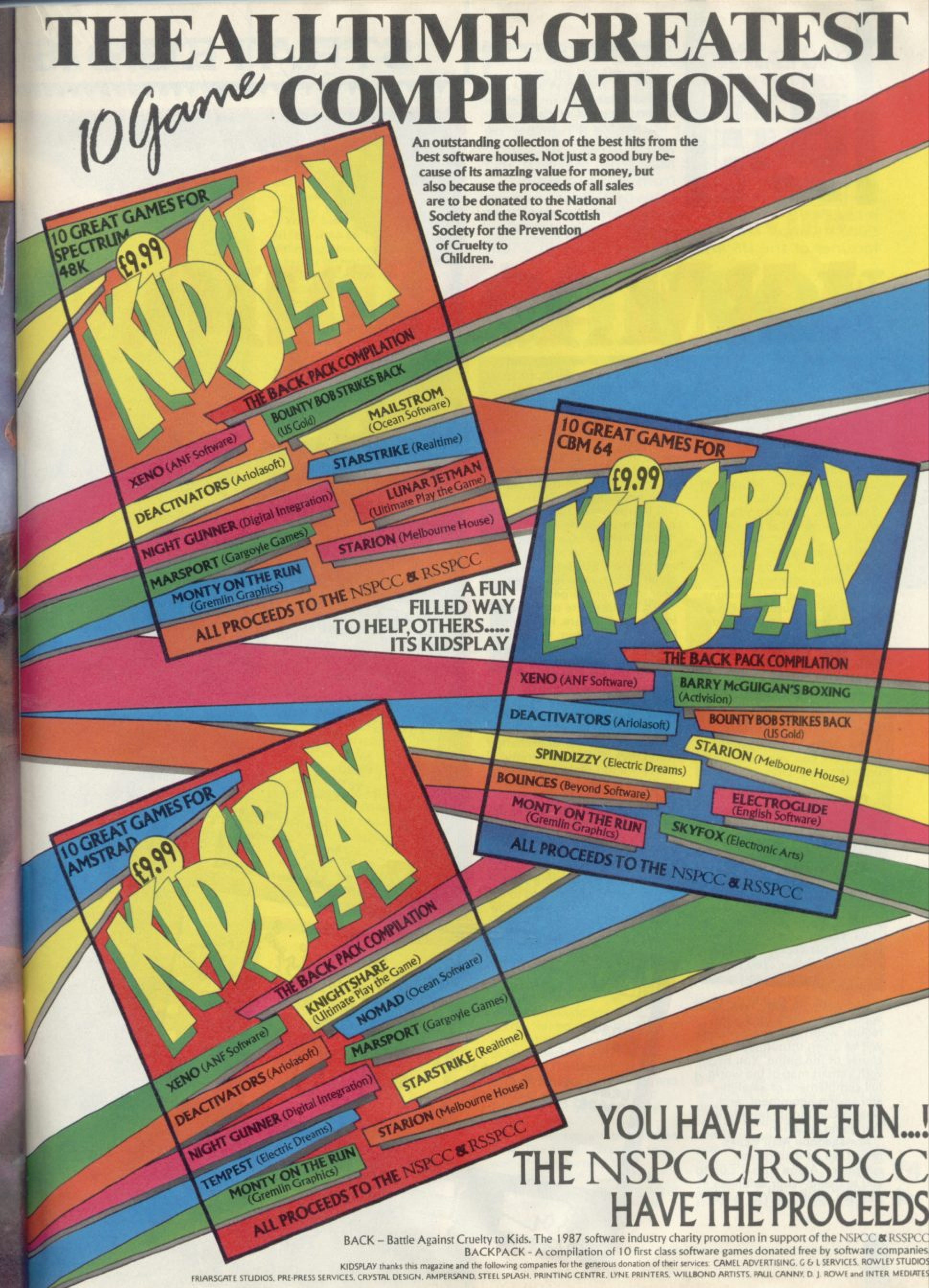
Dumping with density

I would like to do copies of screens on my Spectrum +2. In the handbook, it says that the printer to do this must be Epson Quad Density Bit Mode Graphics Compatible. What does this mean, and what printers have this feature?

John Macdonald
Embury
Lancs

● *Any printer which claims to have any sort of Epson compatability should have the mode. It just means that the dots of a picture can be printed four times denser. The only printer I know of which doesn't have this mode is the Serial 8056, which a certain shop sells with the Spectrum +2. The printers I use, both of which work with the +2, are the Taxan Kaga PW 1080A (which is expensive), and the Amstrad DMP 2000 (which isn't, but needs an extra interface)*■


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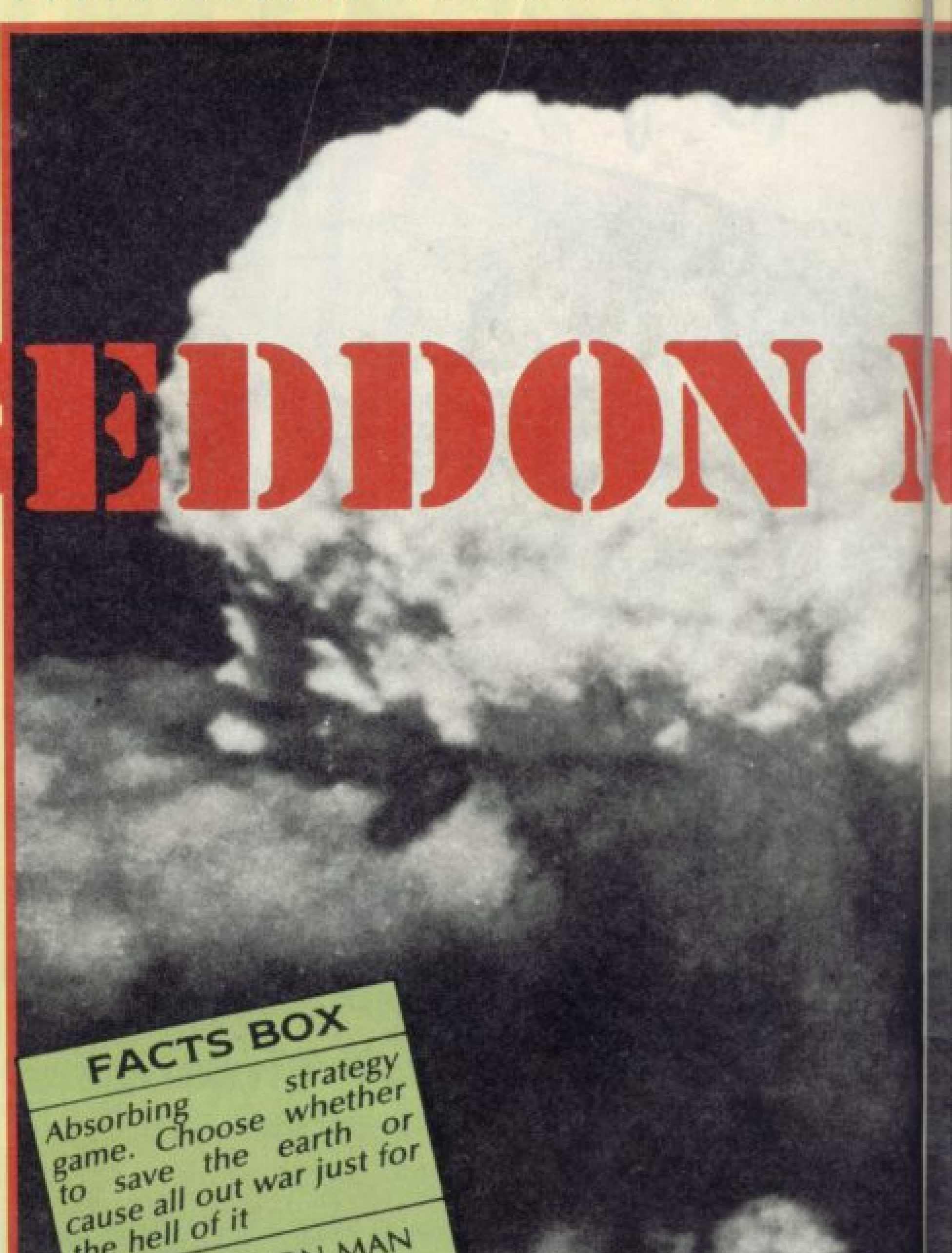


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STRATEGY IS

Yes, folks, strategy is back! Bigger, better and now fashionable, too!!

With so much coverage in the news of the Reagan-Gorbachev arms limitation talks – you can't move these days without hearing or reading something about it – quite a number of the new titles deal with world power struggles. We review Armageddon Man from Martech and preview Power Struggle from PSS and High Frontier from Activision. Convoy Raider – which is reviewed – is all sea warfare and Exocets and Guadal Canal – here previewed – follows the fortunes of the US and Japanese forces in WWII



ARMAGEDDON M

Strategy is BACK! Don't ask me why – but suddenly strategy games are all in fashion.

One of the first releases of what is promising to be a flood of Star Wars SDI influenced games is **Armageddon Man** from Martech.

Imagine playing the parts of Reagan, Thatcher, Gadhaffi, Gorbachev, Gandhi and a cast of thousands, all at the same time.

Now imagine that you have to act for each of those Heads of State, with complete impartiality, making decisions for them, without being biased towards one country. Providing everyone with enough food, technology and armaments to keep them feeling secure. Prevent the stronger countries from making too many demands on the weaker ones. And prevent a full scale nuclear war.

In a nutshell, **Armageddon Man** gives you your first (and probably only) chance at playing God.

You've been appointed Supreme Commander of the United Nuclear Nations, it's up to you to maintain peace and harmony between the sixteen states, and stability withing the 240 countries which make up those states.

You must maintain a good working relationship with each state. You must promote good relations between each of the states themselves. You must achieve economic stability and maintain it.

Obviously no easy task. Your appointment lasts for a year, regular weekly progress reports will be given throughout the course of the game. You begin with a smart map of the world, a full complement of satellites and spying equipment, and what is commonly termed an "on-going situation".

Armageddon Man works rather like an icon-driven adventure. At the start it's up to you to deploy your satellites in sensible positions. You have three 'Big Bird' satellites and six SDI satellites. Big Birds are used to spy on the area directly underneath them and they relay messages to you as to what the country beneath them is up to. SDI satellites are used in the event of a nuclear attack and are capable of trapping some of the missiles, and preventing them from reaching their targets.

It makes sense therefore, to place the Big Birds in an area that is likely to cause trouble and needs careful watching, and to place SDI satellites near either known missiles bases or near important targets.

SDI satellites are only useful in small-scale wars. If the Big One does break out, there's nothing you can do to prevent world-wide destruction.

Once the satellites are in position, you're in control. Regular memos flash on to the screen informing you of world events. Some are a little dull – China have a cultural exchange with Libya. Others are pretty heavy – a full-scale war has broken out between America and the USSR.

Each time a memo flashes up, you'll have a choice of what to do. You choose between agreeing or disagreeing with the action, supporting it, criticising it, or ignoring it.

However, if you choose to ignore an event, make sure you have a good reason for doing

FACTS BOX

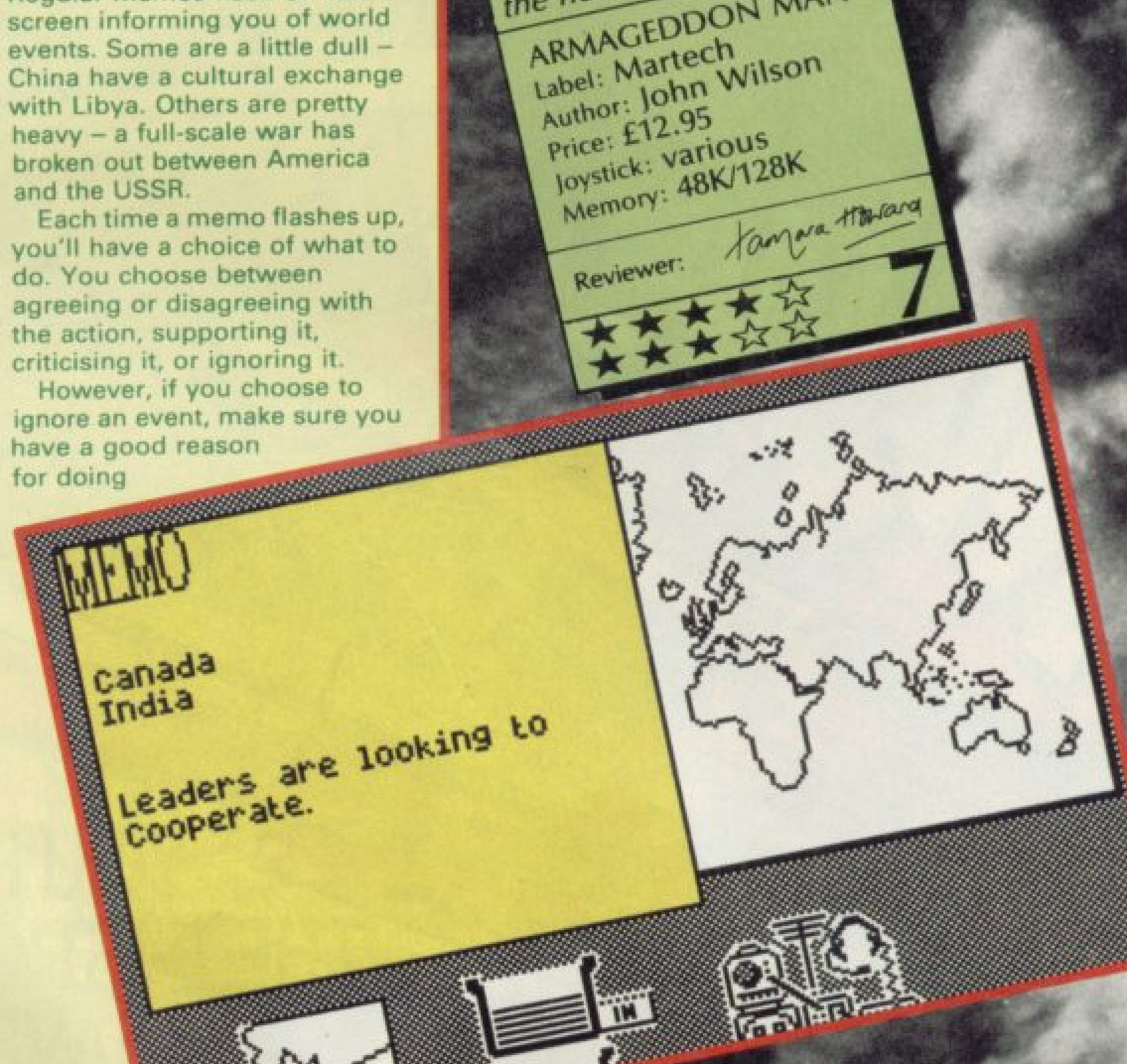
Absorbing strategy game. Choose whether to save the earth or cause all out war just for the hell of it

ARMAGEDDON MAN
Label: Martech
Author: John Wilson
Price: £12.95
Joystick: various
Memory: 48K/128K

Reviewer: Tamara Howard

★★★★☆
★★★☆☆

7



BACK!!



MAN

so. Forget about what seemed to be a minor event, and you would well find yourself being caught out later on.

You can also send letters out. Should you decide to do so, move the cursor over the *Out* tray, and press *Fire*. A standard list of letters will flash up. Insert the country/countries name, and a complete letter will show on screen. You can then choose whether to send the letter.

You'll have to think fast. It's all real-time and while you're dithering about wondering whether or not China's request that the Americans give them ten tonnes of food is reasonable or not, the Libyans could be invading Algeria. (Unlikely, but don't discount the possibility.)

Best thing about the game is you get a free shiny poster-map of the world, and a set of re-usable flags for each of the States. By using the stickers to remind yourself who likes whom and who hates who's guts, you have a slightly better chance of keeping up with current affairs.

Don't count on it though. **Armageddon Man** is v tricky and there's a lot of time to get through before you finish the through before you finish.

After only four weeks as Supreme Controller, despite several letters fo confidence from the European Unité, my record was described as 'Very Poor', and many were howling for my resignation.

At times like these, it feels as though armageddon is just around the corner, and the temptation to deliberately bring it about gets too much to cope with, and naughtiness creeps in. Missiles start to fly, and the term Goodnight Saigon comes in to play. I destroyed Australia at my first attempt. No more Fosters for us.

Armageddon Man is almost frighteningly absorbing, although I'm not sure that I could make it through fifty-two weeks without getting a little frustrated. Madness would undoubtedly creep in. Keeping the world ticking over has to be the ultimate in strategy play■

PROGRAMMER

JOHN WILSON began life as a Thorn EMI programmer, and then switched to Martech.
SOFTOGRAPHY: **Tower of Evil** (*Thorn*, 1983), **Their Finest Hour** (*Century-Hutchinson*, 1985), **Planets** (*Martech*, 1986)



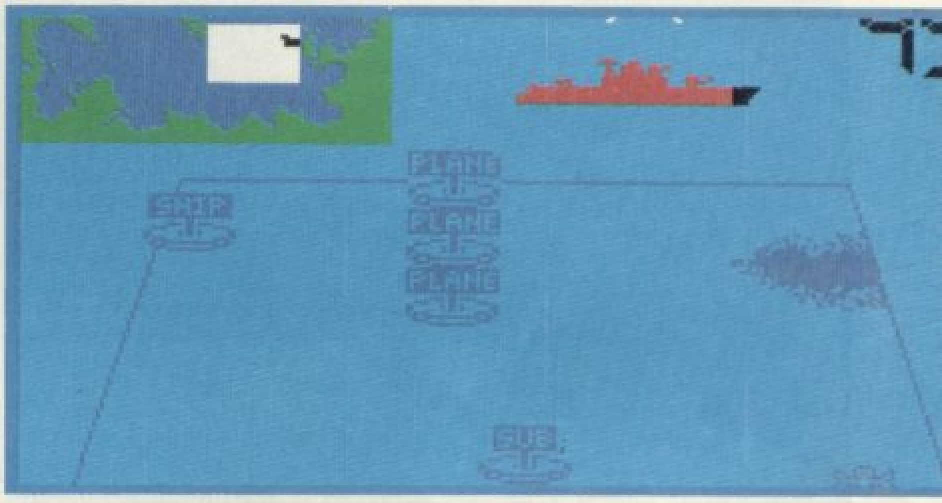
STRATEGY SIMULATION REVIEW

In contrast, **Convoy Raider** is down to earth with a bump.

Despite the fact that you don't know Port from Starboard, or an Exocet from a Seawolf, you've been given a hulking great ship and told to get on with it, scouring the coastline for enemy invaders.

From the map screen, you'll see your ship (which bears more than a striking resemblance to a pair of handlebars on a rubber ring) sailing across the ocean, bits of

CONVOY



RAIDER

land, and a scaled-down version of the whole area. Plot your course according to the little map, using the compass at the top of the screen, select a suitable speed, and off yer go. At this point you'll either run straight into a land formation as the screen flips over to the next sector, or be indecently assaulted by a submarine.

The courses of action are as follows. One. If you run into a land formation you'll have incurred a vast amount of damage to your ship. Go to the repair station, designated by a chevroned flag and get fixed. If you've been sunk, start again and try not to be such a wally next time around.

Two. If it's indecent assault, return to the main menu and launch a helicopter.

Yoh, ho, ho and a bottle of rum. A helicopter. The best thing to destroy a sub is a chopper. (The best thing to damage a boat is an Exocet, and the best thing in the case of aircraft is the Seawolf, more later).

Enter helicopter mode. (Press *Fire*). The screen changes to a sort of transparent, 3D swimming pool. Above the surface hovers a little, innocent helicopter. Below the surface lurks a mean, nasty submarine.

Getting the submarine is a matter of letting off a few choice depth charges and watching bits of metal float away. But it's important to let off the charge at the right moment. Because the section is in 3D you have to be directly over the submarine, as well as in line with it. There's a depth gauge running up the side of the sector, and you have no control over it. It's vital that you let off the charge when the gauge is at the same height as the sub, because that's when it

FACTS BOX

A sea warfare simulation that's not full of instruction. Easy to get into and loads to do once you're there

CONVOY RAIDER
Label: Gremlin Graphics
Price: £7.95
Joystick: various
Memory: 48K/128K

Reviewer: Tamara Howard

★★★★☆
★★★☆☆ 7

STRATEGY SIMULATION REVIEW

STRATEGY IS BACK!!

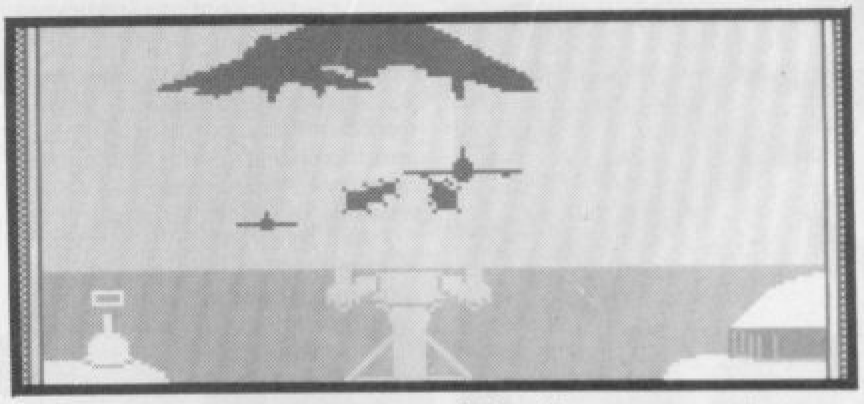
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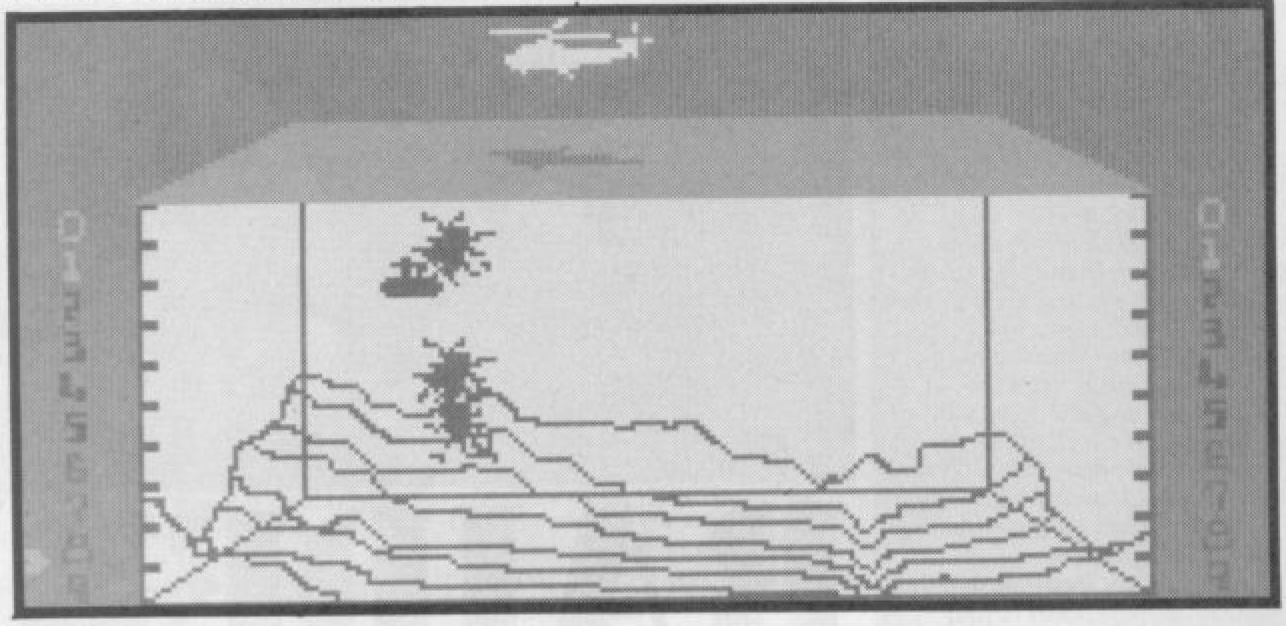
will explode. An explosion will reward you with a lot of pretty flashing lights and the disintegration of the enemy.

Taking out airplanes and ships works on the same principle, picking the right weapon and following the detailed instructions. If you're lucky, you'll kill everything immediately. If you're as competent at employing missiles as I am, then you'll have to have a few goes before you work out how to use the damn thing.

Convoy Raider is all controlled by a series of screens selected from a Main Menu. The menu shows three radars, one each for aircraft, ship and submarine groups. And when an enemy vessell comes within firing distance, a warning ALERT sign will flash by the appropriate radar to let you know.

PROGRAMMER
JOHN JARVIS wrote **Convoy Raider** as his first game program to be published commercially. He has previously worked producing a number of educational software packages





Aside from the rather questionable *Sun* 'Gotcha' thinking behind it **Convoy Raider** is really quite impressive game. Although the graphics of the ship and your enemies are small and totally unrecognisable for what they are (see above description of ship) there's enough of them to make the game attractive to look at.

Unlike some simulations, it doesn't come chock-a-block with detailed instructions about how to fasten your seatbelt. You can plug yourself in and get straight on with the game. You learn as you go and you don't need a degree in nuclear physics to work out what the hell's going on■

STRATEGY *PREVIEW*

ISLAND CONFLICT

Now a chance to re-write history. Ian Bird (who was the co-author of PSS's *Theatre Europe*) has written *Guadal Canal* for Activision.

It is based on the World War II battle between the Americans and the Japanese. Again, an icon-driven strategy game, *Guadal Canal* comes with a booklet detailing the history of the battle itself, and full instructions as to how to play. By employing air, land and sea forces, you play to gain control of the island. You can choose which side to play, American or Japanese, and it's up to you whether the course of history is changed or not.

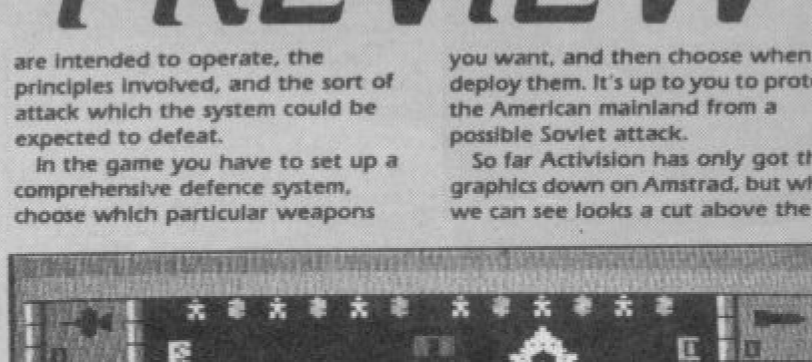
STAR WARS FRONTIER

The Strategic Defence Initiative is Regan's controversial American defence system, more commonly known as Star Wars. *High Frontier* is the new strategy game from Activision, giving you the opportunity to control Star Wars for yourself.

High Frontier, should please both the thinkers and the blasters. It's an icon-driven, joystick-controlled game, merging traditional strategy gameplay with an arcade sequence which can be used either as part of the game or separately as a second mini-game. The game comes complete with a manual explaining how the real Star Wars SDI systems are intended to operate, the principles involved, and the sort of attack which the system could be expected to defeat.

In the game you have to set up a comprehensive defence system, choose which particular weapons you want, and then choose when to deploy them. It's up to you to protect the American mainland from a possible Soviet attack.

So far Activision has only got the graphics down on Amstrad, but what we can see looks a cut above the usual strategy game graphics. Nice full-colour maps and detailed grids showing intelligence information.



▲ High Frontier (Amstrad screen)

STRUGGLE!

Well, when you've battled your way past untold aliens and wandered over countless barren fields and stormed more castles than you care to remember, you're bound to begin looking around for a new challenge.

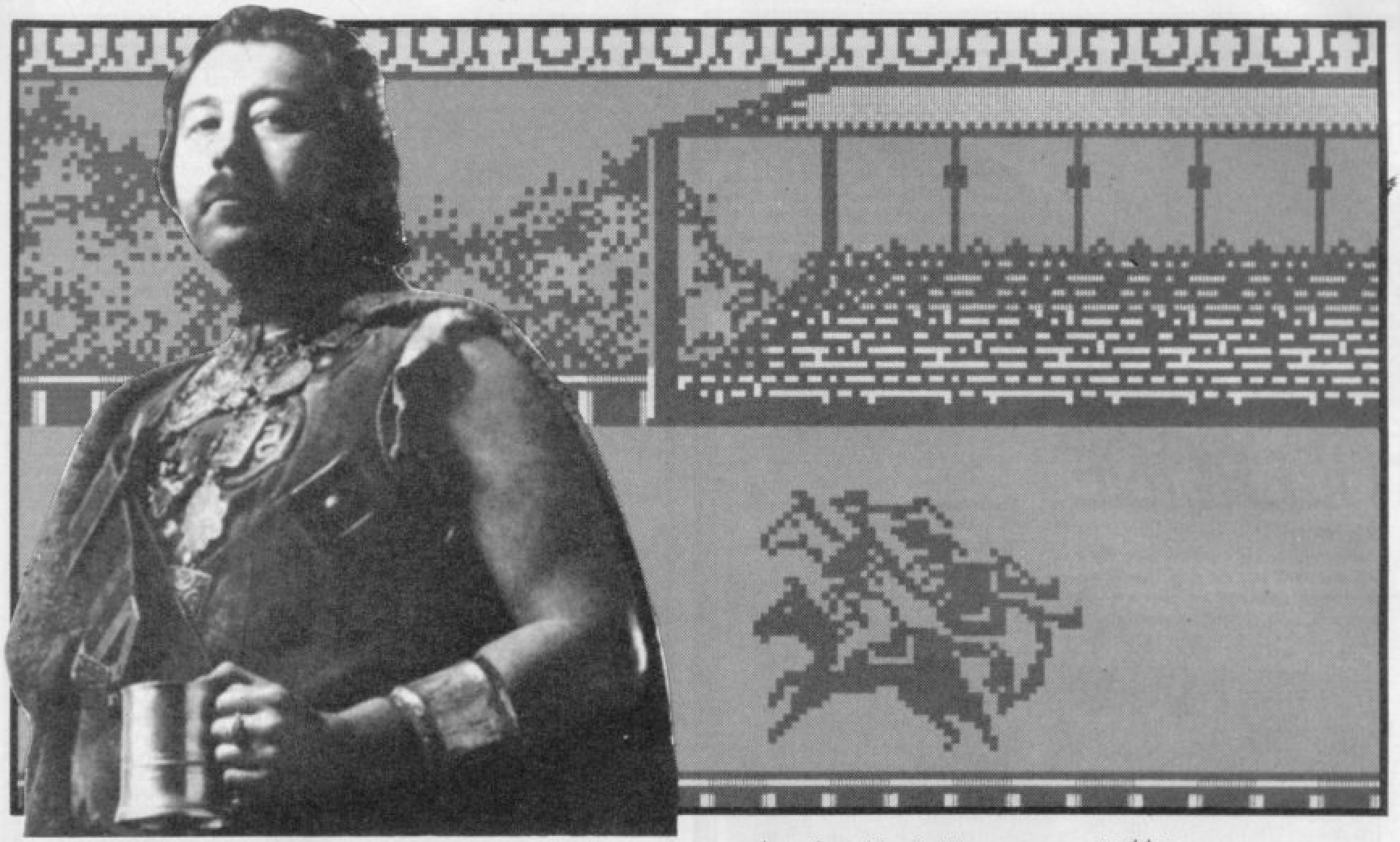
And what better challenge than that of empire building and total world domination?

If you fancy taking on a series of political powers and military dictatorships and trying to take over every last one, *Power Struggle* from PSS is going to appeal.

PSS certainly knows what it's doing on the wargame/strategy front. It's been turning out some good strategy titles like *Theatre Europe* for years and *Power Struggle* promises at least as much.

It plays in either one- or two-player mode. In one-player you get to building up your empire while dealing with obstacles the computer throws at you. In Two-player mode, not only will you have to deal with computer-moderated problems, but your opponent will be trying to take over the world too.

Options available include political negotiation, military invasion and construction, among others. There will also be a random start-up facility where you have to pick up the game from a situation constructed by the computer. It's looking good – and at just £4.95 it's cheap, too■



GORDO'S HELPLINE

Coupla moons ago Rod Albright asked how to get Sara to answer the phone in

Twice Shy

Thanks to Jeff Sansum of Rugby for tips. If Rod's stuck at the beginning he needs to answer the phone himself. Sara – his wife – will then come and take it. While she's talking, search the house thoroughly and get everything that looks remotely useful, especially the cheque, the gun and bullets, pills and keys.

Once you've found out about the stolen child, get into the car and go to the bank to cash the cheque. Before you go anywhere else make sure you fill up the car at the petrol station. The only place you can do this is near home so be extra careful not to run out of petrol elsewhere. Every time you get towed back you'll lose money – at least £15. To get the tapes, buy Peter a few drinks."

Castle Blackstar

is another game that's been resurrected in various forms – meself I play it on a PCW these days (obese traitor – Ed). Alma Catton of Ellesmere Port sends me a plea along these lines. "I'm at the castle. I just go round and round and can't get the drawbridge down. Also can you help with the **Hobbit?** I've been going round second-hand shops looking for old copies of SU to find some advice." Never fear Alma · I'll run some of the most useful tips for the **Hobbit** next month. You're not the only one who's just bought it and can't get past the trolls or out of that dungeon! Your problem in **Blackstar** is pretty well the first you'll encounter. The solution lies in the bow and arrows which you'll find if you explore around the walls of the castle. Collect them and 5, 10 at the drawbridge location. To enter the castle from this point you must 9,4 – this gets you up on to the wallwalk and starts the main game.

Marathon Man Gould of Crawley has found the Hydra Pit but says "How in hell do I slay the thing? Weapons don't seem to be much use." Put simply you've got to get the twin-headed horror to kill one of its own heads. 6, 12 at it and the heads will start fighting. One will die and you can then lop the other off with a suitable weapon as you go into the pit. The 12 is found in the witch's cottage in the forest. Don't stay there too long or you'll be turned into a worm.

One last point – map this game very carefully as it can get ultra-complicated at times. Without a decent map you won't stand a cat's chance.

Waxworks

a resurfaced oldie that's still bugging John Docherty of Greenock. Sickly grovelling, he wants to know, along with about forty other questions that I won't answer: "How do I kill the shark? What use are the rats? I know you can feed them the cheese and make them follow you with the flute. What is Guy Fawkes hiding? How do you make him reveal it and what use is it?"

Jaws IV can be found in the Undersea World section – I suppose that's pretty obvious – and, like all Great Whites is an evolutionary perfect creature. So don't kill it! There's no need to because, as far as I know, you only have to swim through the tank to reach the airlock on the other side. If you dally to admire its evolutionarily perfect choppers, that's your problem.

Over in the sewers are the rats, probably also a perfect example of Mother Nature's creation. They're also going to be pretty useful later on in the game when you're being threatened with imminent extinction in the Pit and Pendulum section. Yes, you use the flute to get them to follow you but don't feed them until you are about to be sawn asunder by the mad monk. Use the cheese before then and it's salami time for unwise adventurers.

Fawkes hides a barrel which can be made into a bomb when you need to shift a pile of masonry out of your way. To find the barrel just say 2, 7. A fuse will come in handy too, so keep your eyes open for some suitable rope.

Finally, Barry Currant of St Albans would like to know how to light the dark tunnel up after he's entered the grid in the washroom. In the leisure area lurks a slot machine. Inserting a coin into it should deliver a flashlight as prize.

On with Anita Sinclair's epic effort,

The Pawn

and a wealth of information from Darren Miller of Newtownards, N Ireland, who has sent me a full and enormously lengthy solution. Honourable mention, medals etc, also go to Andrew Rowan of Mansfield who has produced a partial answer. Space and Kelly allowing I'll serialise the solution. Here-



GORDO'S HELPLINE

with the first section.
Examine your pockets and take the metal key, E, say 'hello' to Kronos, accept the note he gives you, then ask him about the wristband – don't open the note. Take the chest, E, E, E, unlock the shed door with the key, open it and drop the key, move the mat, take the wooden key, SW, get the hoe, rake and trowel, NE, remove your shirt, tie the rake to the hoe using the shirt, W, W, W, W, W, W, S, E, U, then unlock the door with the wooden key. Open it and drop the key. D, N, N, N, E, E, N, W, lever the boulder with the rake, S, W, W, N, untie the shirt, cover the wristband with the shirt, enter the hut (you'll be given a bowl), leave and go S, E, E, E, E, NW, NW, NW, remove the shirt from the wristband, wear the shirt, climb the rocks, U, U, put the snow into the bowl, D, D, D, D, S, W, W, N, enter the hut, give the bowl to the Guru, leave, S, S, S, examine the stump, take the pouch, open it and look into it, mix the colours and drop the pouch, E, E, E, E, E, E, E, give the note to the guards, W, W, W, W, W, E, E, E, E, give the chest to the adventurers, W, W, W, W, W, W, S, E, E, W, W, U, E, close the door, lift the planks, D, D, W, SW, open the door, W, take the hat and wear it.

With that cliffhanger, we leave **The Pawn** for this month. If you want the rest, keep buying the mag!!!

Last month I gave you the solution to Part One of Kobyashi. Congratulations from Clive, Les and all at Mastertronic.' Pretty romantiv ending, eh?

A fair heap of solutions for various adventures arrived this month and we'll start with

THE QUICKIES

THE HELM: Keith Moseley of Leicester must have missed the full solution recently. "I've been to all locations but can't find a way off the first level. In one place there's a sign saying 'excavate' but I've nothing to dig with." The shovel's in a hut south of the village but you'll need a key to enter. Cut the rope off the tree at the plateau with your knife and go to the well at the oasis. 1, 8 and 11, 8, then look.

AFTERSHOCK: Steve Keighley again. "When I remove the pile of rubble at the filling station with my pick I get killed. Can I remove the rubble or should I try something else? Also can I move the elephant off the ramp – it won't budge." Enter the kiosk at the filling station and get the screwdriver – essential later. Then 9, 3 the rubble and take the beam, which you can use for bracing a collapsing staircase. Elephant? Give him the buns, look and 19,13. That's all.

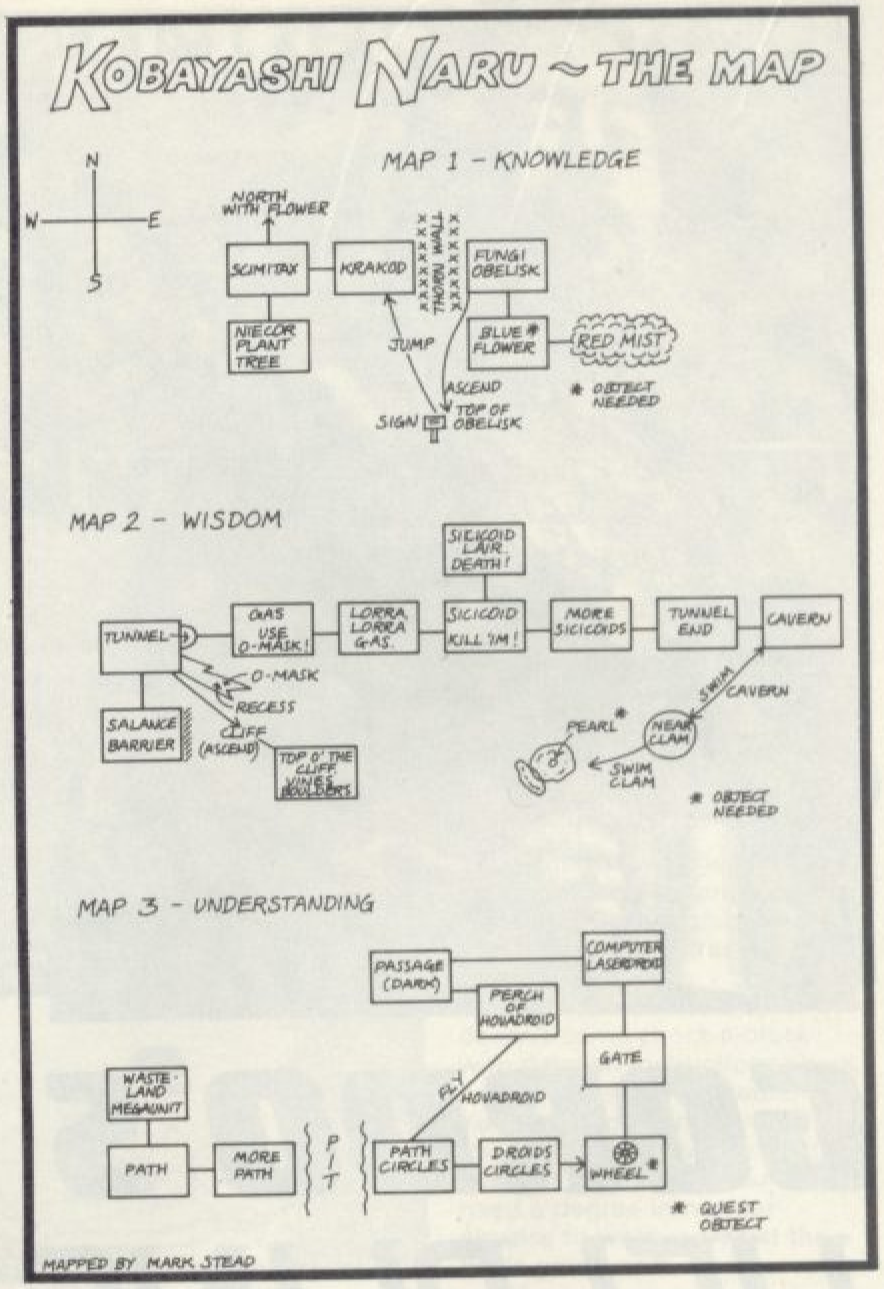
SUBSUNK: Steve Dalton, Wolverhampton, wants to know how to get out of the locker. After entering you should dissolve the pill in the beaker and then drink your medicine. Now twiddle the hook – that's the right word and you'll be told so if you've taken the pill in the right way. Fire the gun in the locker room – after loading it, of course. The gun's in the east end of the captain's cabin. 18, 15 to find a bullet.

BORED OF THE RINGS: Stuart Payton, Newdigate, can't find any money to pay for the pixie's map in the Morona Cave Complex. You get your coin by inserting the battery into the vending machine in the main hall – a reversal of the old problem in the original **Adventure.**

GREMLINS: "I've scared the Gremlins into the air vent with the camera," says Justin Wilkins of Bellville RSA "Problem is I can't find the plate to seal the vents. Where are they?" After collecting the welding gear from the service pit, head up, then N, W, N. Making sure it's on, insert the flashlight. Now get the welding gear in action and 20, 17. This should get you what you need.

SPY TREK: With information supplied by Ryan Redman of Gwent, we can help S Tatum of Cheshunt who asks "What do you do in the Eiffel Tower?" After taking the taxi and arriving at the Tower, first open the gate. Then 14 and 21, 16. These two instructions need to be repeated until you float away – not down. Keep your eyes peeled, my little fishcakes – I'll run the solution or part of it next month. Thanks Red!

EUREKA!: Chris Naish, Cardiff, asks, "In part one how can I stop the Neanderthals killing me? And how can I kill the wolf in the Arthurian section – I've tried taking the dagger from under it but it just attacks." The Neanderthal's 'Kong Ka, Bong Ka' means, simply, Friend or Foe, in that order. So answer 'Kong Ka' and you'll be welcome at the village beyond. In Smig's hut offer your necklace to get a useful pot. Chez Kogo, try swapping the ruby for a ladder. As to the wolf, south of the den is a stone, at the crossroads. Take the stone, go north and drop it. One dead wolf – keep the carcass and give it to someone appreciative



Kobyashi Naru

Now, from Mark Stead of Leominster, comes the map of all three parts along with the way through the other two provided by Shane Griffin of Co. Cork. Thanks both, here goes:

WISDOM: Activate the solance, pull it, N, analyse the tunnel, ascend the cliff, dive into the pool, swim to the centre, swim Klam and use the solance. Now get the pearl, swim water and ascend klam. Descend the cliff and go S, E.

UNDERSTANDING: Analyse mega-unit and activate it, get the lasalite, S, E, jump pit, E, activate the laslalite and then drop it, get the wheel, pick up the lasalite again, w, throw the wheel into the pit, jump on the hoverdroid, analyse the perch, go W and analyse the passage. Now activate the lasalite and use it, E, activate the computer, S, S, get the wheel, W, W, jump the pit, W, N,N.

When you've completed the three tests the following message is shown: 'You have overcome the

Grange Hill

sent in by Ian O'Connor – from where, alas, I know not. Here goes: R, R, D, L, U. Take the book, D, L, use the book. Say 'stand on book' to get the plane, R, R, R. Say 'no' and take the chair leg. Now L, U, L, L, climb the telephone box. R, R, D, L. Get the fishing rod. R, U, L, L, D, R, R, D, R, R, use the fishing rod, say 'get bone', L, L, U, L, L, climb the telephone box. R, R, D, give the





GORDO'S HELPLINE

bone to Rolf, R, take the teeth, R, take the glass eye. Use the paper plane to get the matches, climb the fence, R, drop history book, drop the fishing rod, take the dead cat, L, L, give it to Imelda, L, L, get the candle, R, R, R, R, jump stone, R, climb up the pole, jump on to the wall, R, R, D, R, use the chairleg to break the padlock, drop the chair leg, R, use matches to light the candle, R, D, R, R, U, R, U, U, U, L, Say 'give me the key', U, you automatically take the walkman, D, R, U, R, R, D, D, L, D, L, L, D, L, L, L, jump on to the wall – but don't go L because Griffiths will catch you, L, L, D, L, L, L, climb the fence, L, L, jump on to the wall, L, L, D, L.

And that's it you've finished

Now, following on from last month's column, here's the solution to Part 2 of

Mordon's Quest

UNDERSEA AREA (FROM BEACH): N,N, NW, Climb into boat, D, Take aqualung, N, N, N, SE, U, SE, D, N, E, Fill aqualung, W, S, NW, Take pearl, NW, N, N, N, Off lamp. N, N, Light lamp, Take glowing metal object, Transport glowing metal object, Transport pearl, E, Take dubloons, Transport dubloons, E, E, U, Wait, Wait, E, N, N, (Give newspaper (he gives you spray), Take remote control, S, S, W, D, W, W, Off lamp, S, S, Light lamp, S, S, S, S, S, S, U, S, S, Drop aqualung, S, (back to time machine with remote control and pyrites), Push button, Give pyrites, W, E, E, S, U, Transport piece, (back in time machine).. FUTURIST AREA (FROM ANTIROOM): E, take Geiger counter, W, N, Push plate until you emerge in Roman arena (ie chalk hollow), NE, E, Move churns, Take rings, Transport ring, W, W, Examine straw, Take batter, E, S, S, (Back to time machine), Press plate (from anti-room), E, Drop Geiger counter, E, SW, SE, SE, Spray paint, 8875, S, Take device, Transport device, N, NW, S, S, S, Take ingot, Transport ingot, N, N, N, NW, W, W, N, E, Insert battery, W, S, E, E, Touch plate, S, Press 3, Press 1, Press 2, Press 2, Press 4, Press 1, N, W, Touch plate, S, S, S, Touch plate, N, Take orb, Transport orb, NW, NW, Take cigar, NW, NW, Perseverance, N, Take unit, Transport unit, S, SE, SE, SE, S, Touch plate, N, N, N, E, SE, NE, NW, NE, NW, W, W, S, SE, SE, Take Roman, Take Cretan, Transport Roman, Transport Cretan, NW, NW, N, N, (back to time machine)
ROMAN AREA (FROM CHALK HOLLOW): N, N, N, N, N, N, N, Take sword, Take shield, Smoke cigar, Transport laurels, S, S, S, W, W, N, NE, Kill minotaur, Skin minotaur, Take piece of machine, Transport piece. And that's it!

GREATBELLY'S THINGY

1: TIE 2: MOVE 3: OVER 4: PORTCULLIS 5: FIRE 6: THROW 7: GUY 8: ROPE 9: CLIMB 10: ARROW 11: USE 12: GINGERBREAD 13: RAMP 14: UP 15: HOLSTER 16: BALLOON 17: BOX 18: EXAMINE 19: TAKE 20: CUT 21: ENTER
ALSO: R= Right, L= Left, D= Down, U= Up.

INFORMATION EXCHANGE

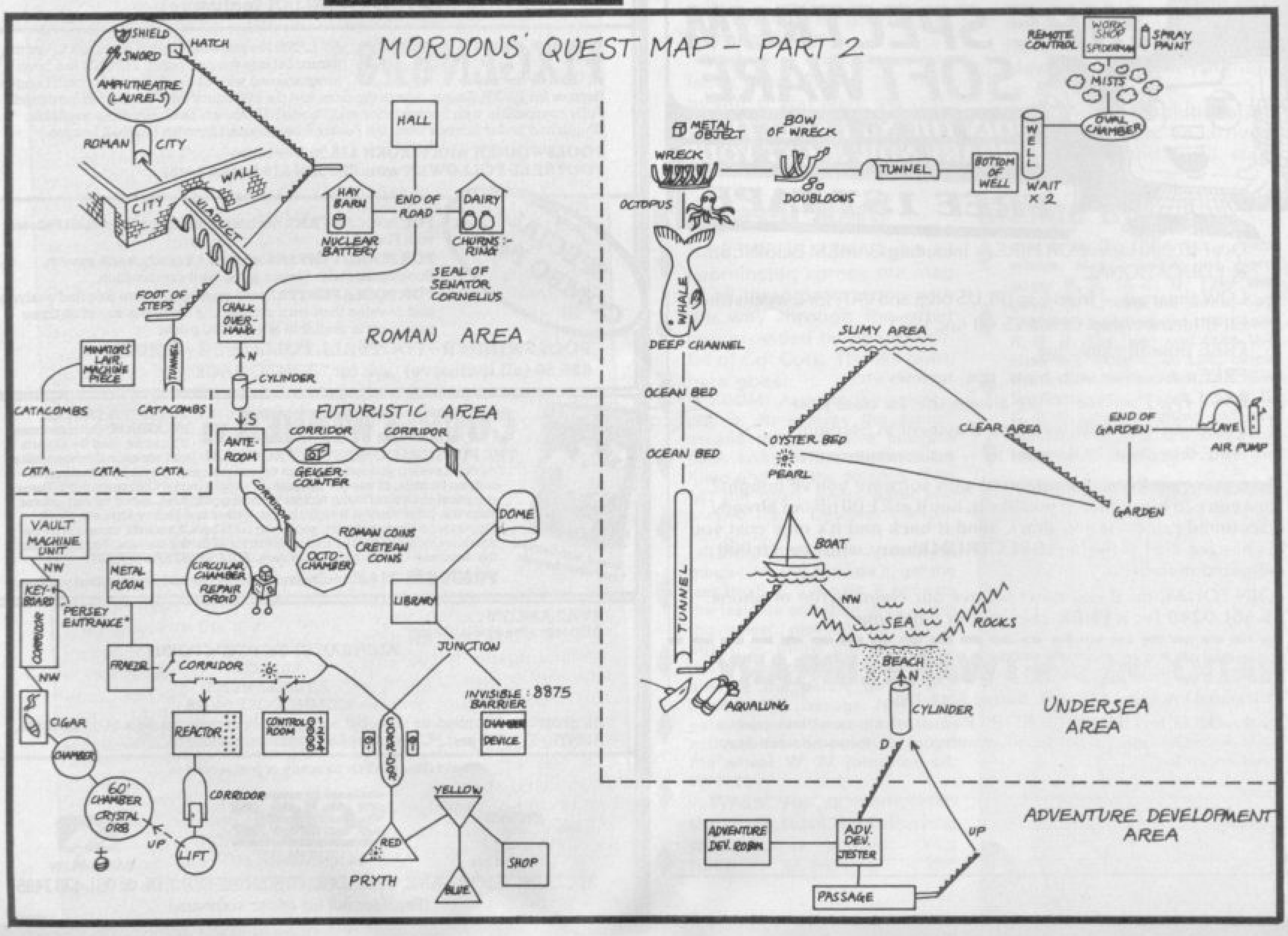
● The Cassette Cretin (sic) of 32 Swanston View, Edinburgh EH10 7DQ begs anyone and everyone to tell him how to find Moonhenge in **Lords of Midnight** or any tips for all of **Eureka!** or, breathlessly, for help with **The Pen and the Dark.** In return he's got solutions for **Seabase Delta** and **Planet of Death.**

● Anyone needing solutions to **Hulk, Sherlock, Colour of Magic, Tir na Nog** or **Vera Cruz** can send 30p plus the usual sae to Tim Warren, 17 Bowyer Drive, Cippenham, Slough, Berks. SL1 5EB

● If you fancy a Yugoslav contact, Naris Nukic, Koste Abrasevica 12,71000 Sarajevo needs help with **Mindstone** and **Sorcerer of Claymorgue.** He's completed **Mafia Contract II, Heroes of Karn** and **Vera Cruz** plus will assist with **Robin of Sherwood, H.O.T.M.** and **Hunchback**

● John Docherty, previously mentioned of 38, Grosvenor Road Greenock, Renfrewshire PE15 2DR would love to answer an infinite amount of questions on a total of 26 games, including **Hulk, Knight Tyme, Finders Keepers,** various Artics, etc. etc. Also, unlike some money grabbers there's no charge or hidden extras and no holiday for two in Milton Keynes. All he asks is a stamp to return the answers – ask him for a list if you like. See you next moon. Thank you and good night

GORDO GREATBELLY
Star material if ever there was



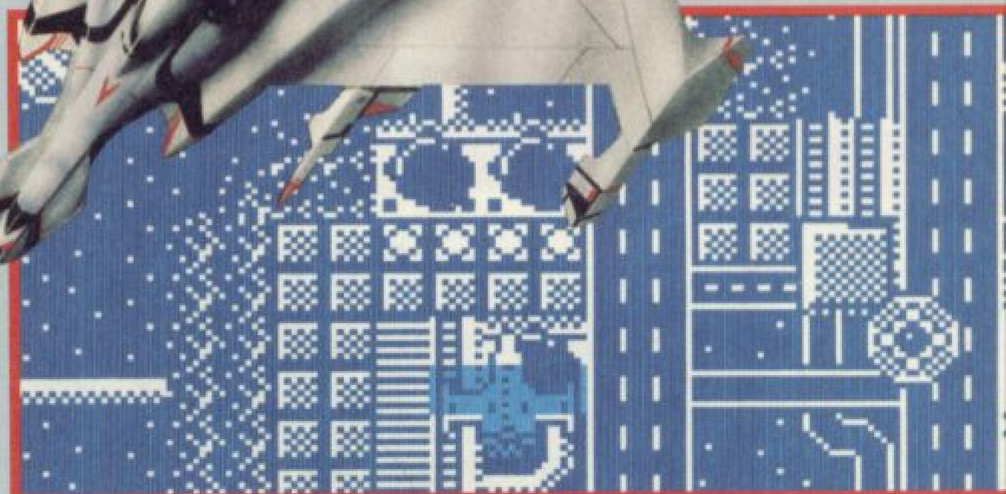
ARCADE REVIEW



It's absolutely astonishing how many times the free peoples of the galactic empire have to put all their trust in me to save them.

It's pretty mistaken, too, I can tell you. The invading evil hoards had completely wiped out my people half a dozen times before I even figured out what was going on in **Last Mission**, let alone put up a credible defence.

LAST MISSION



Last Mission is actually a pretty good conversion of a classic coin-op gory kill blast. It's farily conventional but made marginally novel by a wrap-around screen and 360° movement. OK so this is about as original as **Asteroids** but anyway . . .

The aim is to conquer an enemy starbase – which looks curiously enough like many other alien starbases, ie kind of like Milton Keynes (industrial and squarish with cycle paths). Both must've had the same architect.

The industrial complex is defended by small aliens who fire small, easy-to-miss bullets at you and gigantic aliens which fire awfully fast laser bolts at you.



To begin with, as with all the best games, you keep getting wiped out in seconds.



The secret to the game is to locate the more sophisticated weapons which start to make your ship more of a match for the alien hoards. Extra weapons are dotted around the area. Bumping into them picks them up, the keyboard selects between them. Should you do really well (or be very very lucky) you could find yourself with multi-directional photon bolts, a defensive force shield and extra lives.

At this point the game actually becomes too easy – you can blitz everything with no danger. There is a drawback however – things run out and pretty soon you're back to one pathetic laser going farp, farp.

Last Mission looks OK, though not astounding and the graphics are quite detailed both in background and sprites. I found it a bit 'cluttered' looking but perhaps that's just me. US Gold has even (gasp) managed to make the ship a distinct colour from the two background ones. Mr Attribute where are you now?

Sound is not bad either – clever stuff in the title page sounds like several (very wobbly) tracks at once – and the blurps and boings in the game are satisfacrory.

Last Mission isn't quite 'just another space shoot-em-up' but it comes near. The 360° playing field works well as a change and I guess the game is about as good a way of saving the world as any other■



FACTS BOX

Yet another shoot 'em up? Not quite. An excellent coin-op becomes an OK game. The 360° scroll makes it a little different

LAST MISSION
Label: US Gold
Author: Probe
Price: £8.99
Joystick: various
Memory: 48K/128K

Reviewer: Graham Taylor

★★★★☆
★★★☆☆ 7

PROGRAMMERS

PROBE is one of the hottest software development teams around at the moment. So far the team has worked on **Arkanoid** and **Slapfight** from Ocean and **Enduro Racer** for Activision along with **Metrocross** from US Gold. Probe deals with fifty programmers all over the UK (whose identities are kept largely secret) and is currently working on **Trantor, the Last Stormtrooper** and **Outrun,** both for US Gold



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ADVENTURE BUNLDER

The easiest way of adding commands to The Quill is to take over another command ('Invasion Of The Body Snatchers all over again . . .) and then glance over to a flag value.

Sound difficult? No problem!

Do you have the Quill to win? Roy Stead does and, followng his PAW-piece last month, here is all you need to know to add your own commands to Gillsoft's earlier adventure generator, The Quill

At address 26641 in Patch is a handy little table consisting of 37 pairs of numbers, each a *WORD* address pointing to the start of a command routine. (the addresses refer to *Inven, Desc, Quit, End, Done, OK, Anykey, Save, Load, Turns, Score, GLS, Dropall, Autog, Autod, Autow, Autor, Pause, Paper, Ink, Border, Goto, Message, Remove, Get, Drop, Wear, Destroy, Create, Swap, Place, Set, Clear, Plus, Minus, Let* and *Beep* in that order).

Change one of these start addresses (or the code at the address) and the command will do whatever you want! (If you want a new condition, there's a similar look-up table at 25840 – with the order of the conditions as in the back of the Quill manual).

On entry to your routine, the accumulator holds the value of the first command parameter (if there is one), IX holds the address of flag zero (=23296) and HL holds the sume of the two (That is, the content of HL is the value of the flag whose number is the first parameter). DE holds 23333+ Accumulator, which means that the contents of DE, (DE), is the location of the object whose number is the first parameter. To obtain the value of any second parameter, *Inc* Bc then Ld, A (BC). You can do anything you like in the routine – but *do not corrupt BC or IX* – and finish with a 'JP 26572' instruction to return control to the "Patch" proper.

The player's current location is held in the two-byte *Word* at 23331 and the table of start addresses of Patch routines is at 24956. To print a system message, put the number in the HL register pair and *Call* 26847. To print a "message text', do the same – except use *Call* 26868.

Surely that should be enough to be getting along with.

Here's an example of a routine to print out the value of *any* flag then print a character. Doesn't sound too useful, eh? Imagine the scene in a *D&D*-style game...

"...You round the corner and are confronted by a huge Arachnoid with razor-sharp teeth, Skill Level 6 and Power Level 12. Attack Arachnoid. You swipe at it and your sword bites into it's chitinous body, but the arachnoid's flailing limbs cut your shoulder. Your power level is now 12. The arachnoids is 9..."

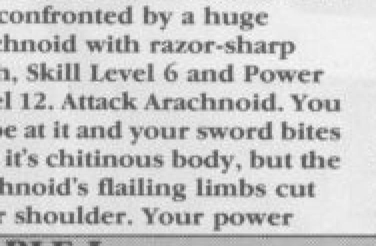
Just try doing that without this command. Eager to try out the action, huh? Then type Table I into your nearest Hexloader . . .

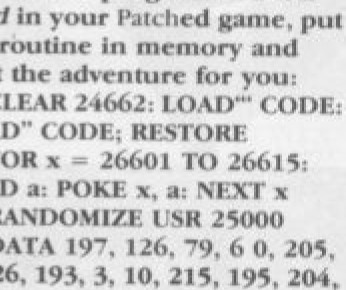
...Or, for those of you who don't want to muck about, just type in this program and it'll *Load* in your Patched game, put the routine in memory and start the adventure for you:

```
10 CLEAR 24662: LOAD"" CODE:
LOAD" CODE; RESTORE
20 FOR x = 26601 TO 26615:
READ a: POKE x, a: NEXT x
30 RANDOMIZE USR 25000
40 DATA 197, 126, 79, 6 0, 205,
27, 26, 193, 3, 10, 215, 195, 204,
103
```

TABLE I

26601	PUSH BC	– Preserve pointer to database
26602	LD A, (HL)	– Put value of req. flag in accumulator.
26603	LD, C, A	– And put this, in
26604	LD, B, 0	– turn, in BC register pair
26606	CALL 6683d	– PRINT this number
26609	POP BC	– Restore pointer, move it on and put nex parameter in accumulator
26610	INC BC	
26611	LD A, (BC)	
26612	RST 10H	– Print this as a character (e.g. 32 is SPACE, etc)
26613	JP 26572d	– Continue with next 'Quill' command.





How SU is F... A True St...

We know you're wondering. How can a mere five people put together such an awesome magazine in a mere month?

Is it done with some kind of top secret technology – direct brain-to-computer copy input perhaps? Do we all work on batteries, perhaps, you may think, we don't actually exist and the entire magazine is put together by YOP people?

At last in response to literally zillions of requests (well not literally zillions – if it really was zillions that'd be even more readers than there are people on the planet), we finally give you the answer to the question: What on earth is going on?

9.29 The SU offices are empty except for the hysterical bleeping of the computers (somebody forgot to turn them off)

9.30 Jim Douglas arrives. Takes off moody sunglasses – puts umbrella away. Moodily grabs phone which is ringing. It is a software house explaining that its game is not ready yet

10.00 Everybody else has arrived

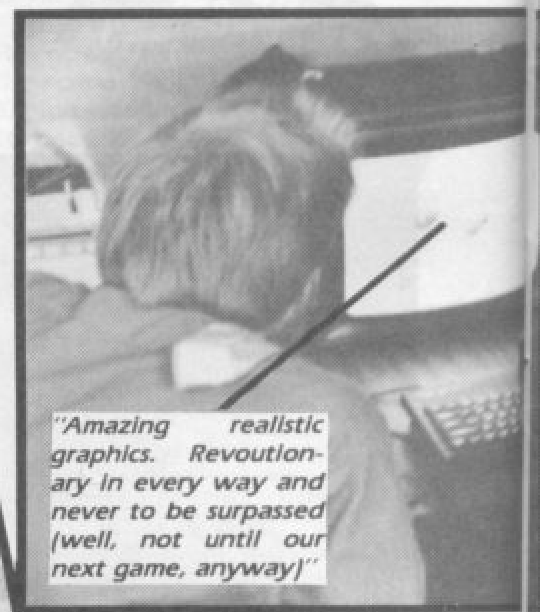
10.05 All coffees drunk SU is ready to rock 'n' roll. There is a loud whoop from the entire staff as David Kelly commands "OK guys it's showtime!" Tamara Howard kicks David under the table – she is not a guy

10.30 The Post. Usually a mad rush to the dark and clammy EMAP basement where the post – bulky parcels containing astonishingly exciting new games sent by eager software houses – is stored

10.45 Having thrown the post all over the floor the team have at last found the software package they were all looking for. Into the computer it gets loaded. Woh! Check out those sprites, look at that scrolling! Must be coffee time



▲ *James 'the man' Douglas keeping British Telecom afloat. Jim tactfully suggests that now is not a good time for him to make the coffee*



▲ *Here we see the truly expert SU Review Team engrossed in a critical appraisal of the latest bowls simulation from Snoozesoft. Reviews are the most important part of the magazine, and if there weren't any, we'd have to fill up the space with adverts or something . . .*

11.45 By this point the telephones are humming with software houses putting back the release dates of software until the only game currently available to put in the magazine is a budget title called Petulent Pedro. "Could we make it a double page colour spread?" wonders David. Jim rings up five hundred people simultaneously. Four hundred and ninety seven of them are in a meeting



Here we see Tamara the newest member of the team searching the postbag for . . . um . . . well post really. From this legandary postbag come many of the legendary games that make SU the wonderful mag it is ▶

Hi, my name's Deniz Ahmet and for the past seven days I've been working in the SU offices (Full time!) as part of my work experience.

So Mr Graham (cigar) Taylor thought it might be a good idea if I wrote about a typical day at SU.

"You've got to be joking!" was my instant reply.

"Do I ever joke?" said Graham.

Well, before I knew it the whole SU team had surrounded me and started cracking their silly jokes! This was just too much for a mere mortal like myself so up went the white flag.

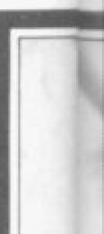
Work starts at 9.30 am. After everyone's come in and had their cups of coffee it's get-on-down-to-work-time! Most of the time is spent on the phone to software houses (SU must get some serious phone-bills). Now and again you hear the odd yell of frustration from Gareth as he discovers he's expected to make another page look interesting without any pictures. Every other time it's Tamara shouting about this and that, and driving everybody nuts in the process! Around 10.45 am Mr Jim does a record-breaking sprint downstairs to get the morning post.

More games. Yipee, more reviews.

Any piece of written work is handed over the the Ed – ooer! Mr Ed I think gets great pleasure in crossing out people's work! Any page of work can quickly be reduced to half in his deadly hands.

Very long discussions are had about the front cover and posters within the mag (I am talkin' mean discussions!) It struck me that with everything else to do not as much time was spent on the computer as I'd expected. And I thought everyone would just sit around all day playing games! (The computers are original 128Ks, by the way).

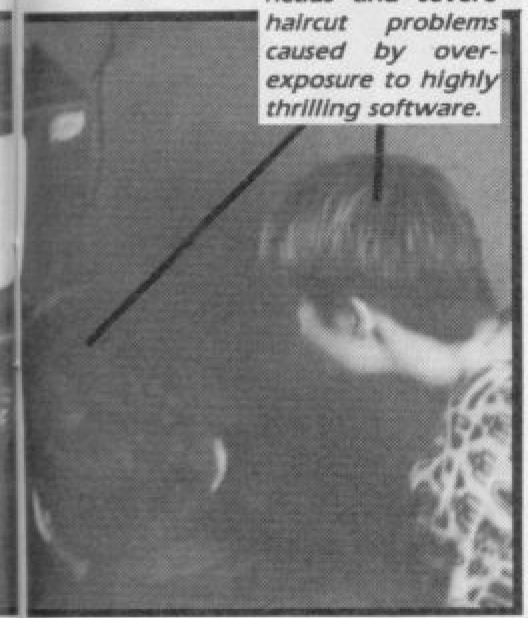
Instead it's a very whacky but frustrating hair-pulling type of day in the SU offices. Hectic, even! ■



Put Together

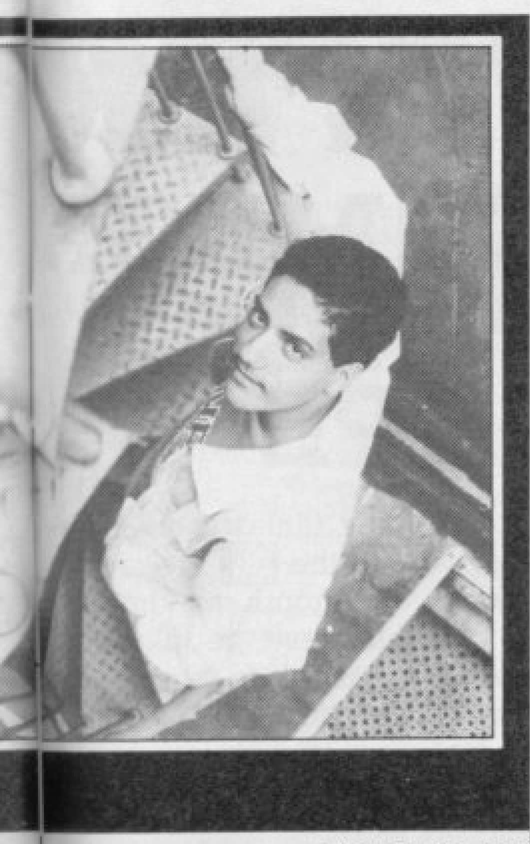
ory

Incredible concentration from the massed editorial team. Note the jutting-forward heads and severe haircut problems caused by over-exposure to highly thrilling software.



Graham Taylor working on *the Petulant Pedro review version 57.1. All communications with Graham at this time are answered in the same way eg "White no sugar"* ▶

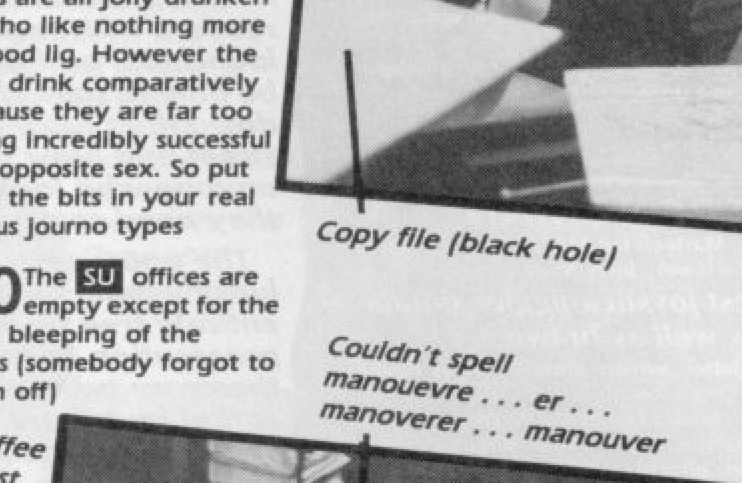
12.00 David Kelly decides that the review of *Petulent Pedro* needs to be ready to go by overland pony to the typesetters by 12.10. Graham Taylor's typewriter gets put into overdrive. Despite recent overhauls Graham's typewriter has suffered total system collapse twelve times in the past month. Graham wonders how to spell 'manoeuvre' and looks for an excuse to make a joke about Mel and Kim in the review. "No jokes about Mel and Kim," warns David sternly



Three pens for correcting copy (the bigger the pen the less David likes the copy)

1.00 Lunch. All those people who are not lunching with roving PR people go to the pub. Now it is very fashionable to pretend that journalists are all jolly drunken people who like nothing more than a good lig. However the SU team drink comparatively little because they are far too busy being incredibly successful with the opposite sex. So put that with the bits in your real ale, serious journo types

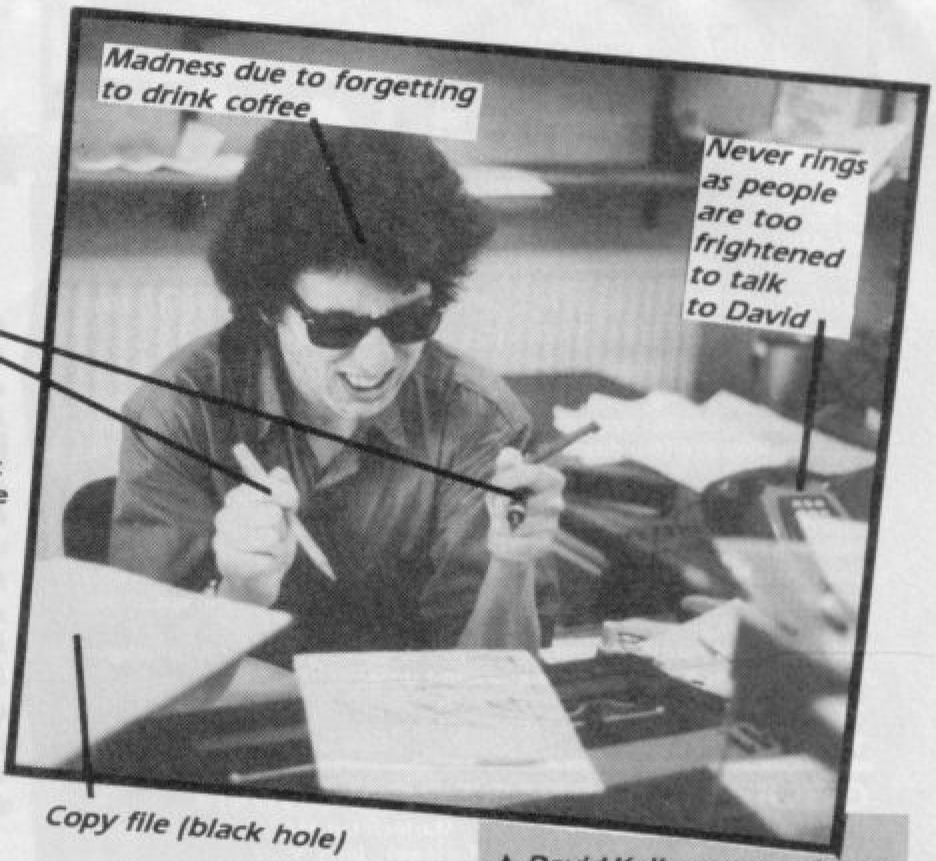
2.00 The SU offices are empty except for the hysterical bleeping of the computers (somebody forgot to turn them off)



2.01 Everybody arrives back. Except for the person having lunch with the PR person who won't be seen before Christmas. David Kelly starts working on subbing. Subbing is a mysterious process where David takes all the good bits out of everybody's work and replaces it with red biro marks. He inserts a joke. He takes it out again. He looks pained

3.00 From behind his massive page-layout boards Gareth (Mad Celt) Jones emits a curious cry. Strange and unearthly, it has been known to turn the sensitive mad. The hardened SU team are used to it however. It means Gareth is wondering how he is supposed to lay out the page (this means sticking down the bits of writing once they have been set by the typesetters in an exciting way) without any pictures. "In the post Gareth . . . be here soon . . . not to worry" say the team imploringly

Three cups of coffee necessary before the Mad Celt achieves design warp speed



▲ *David Kelly commander of the Starship SU making fine adjustments to copy. Politely offering suggestions as to way the copy might be improved*
Not that David doesn't enjoy a joke with the rest of the boys – check out his brilliant Bob Dylan impersonation

The Mad Celt threatens a page of SU with extreme violence if it doesn't hand over some pictures right now! The Mad Celt's ambition in life is to become a Blue Peter presenter. "I'd show 'em some things they could do with a squeezy bottle and some sticky-back plastic they've never seen before," he says ominously ▼

4.00 Coffee. Phones. Writing. Subbing. Strange cries. Hysterical beeping. A joke from Tamara "How does an elephant ask for a sticky bun?" As the punch line to this is visual I'm afraid we can't tell you what it is

6.00 or 7.00 or sometime later . . . The end of the day and time for a review of the day's events. The successes and failures of the day are outlined and someone is chosen as a scapegoat for everything that has gone wrong. Finally, the SU team scatter to the four corners of the earth via tube, car, train and wolf pack (the Mad Celt).

Later that evening the SU offices are empty except for the hysterical bleeping of the computers (somebody forgot to turn them off)■



TWILIGHT

DESTRUCTO

ARCADE Label: **Bulldog** Author: **Eugene Messina** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Jerry Muir**

Budget-buy blasting with novel loop-the-loop flying which really throws the cat into the dogfight

A shoot 'em up's a shoot 'em up . . . or is it? This has the traditional kill-everything scenario, set over 21 screens but with a really bizzare control system. Instead of flipping left or right your plane loops the loop in either direction, giving it a feel unlike any blaster you've ever played.

Once you've got used to weaving and diving all over the crowded sky, though, you'll be knocking the enemy out towards the ground. When enough have hit the battleship, submarine or island below it'll start to spout water and sink. But to get past the first few screens you'll have to know which of the 15 nasties will succumb to your bullets, and which are better dodged.

Ideal for the odd half-hour when you're looking for some mindless mass-destruction. At this price you can't go wrong■

★★★★☆
★★★☆☆ 7

GEOFF CAPES' STRONGMAN

SIMULATION Label: **Ricochet** Author: **Martech/Ian McCradle** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Jerry Muir**

Re-release of one of the best joystick-jiggler simulations. You'll need brains as well as brawn

Mastertronic's new Ricochet label, which aims to send oldies bouncing back, gets off the ground with Geoff Capes' Strongman, a sports simulation which was originally swamped in the marathon rush of Track 'n' Field variations. There's the obligatory wrist exercise at the start, but once you've allocated this body building to eight muscle areas you'll need rather more than an indestructible joystick.

Take the Truck Pull, where you have to chase the illuminated muscle with a cursor, like a manic Simon, to heave the flatbed across the line. Timing is the secret of other tests of strength, such as the Log Chop – a race against time to bring down the axe in the right place.

Sport simulations have a lasting appeal and at this price no fan of the game-type should be without Big Geoff■

★★★★☆
★★★☆☆ 7

ACTION PACK 3

COMPILATION Label: **WH Smith/Alligata** Author: **various** Price: **£4.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Easily one of the most boring compilations I have ever played – but it's very, very cheap

Yippee, it's here! The new Action Pack from WH Smith, and look at the wonderfully exciting games it contains. Who Dares Wins II. Wow, what a terrible . . . sorry, I'm supposed to say terrific game – it's Commando goes flip screen. Trap, cor! This is nearly as exciting as championship mould breeding. It's ruined, though, by the fact that you can't see the bullets, the aliens, the missiles and generally anything in the game. Indoor Bowling. Weeelaagh! Primitive, man! (Cue Orson Welles) Probably the worst bowling game ever. (You don't even get the little man bowling the ball!) Finally, it's Octagon. Now, I've got a terrible memory but . . . what was I saying? Oh, yes, my memory, but I can remember when this game was released and correct me if I'm wrong but wasn't that only a month or two ago. Blimy guv, that didn't take long to hit the compilation train, lub-a-dub, stone the crows.

It's not exactly an action packed Action Pack, but it is very cheap■

★★★☆☆
★★☆☆☆ 5

RIVER RAID

ARCADE Label: **Firebird** Author: **Activision** Price: **£1.99** Memory: **48K/128K** Joystick: **various** Reviewer: **Tony Dillon**

Puny graphics and unbelieveable, unforgivable unplayability. It was better off on the Atari

Hello, what's this? River Raid. It's so old I wasn't even born when it first came out. (Hunts frantically through the cupboard and finds old Atari 2600 VCS cartridge.) It's a prehistoric top-bottom scroller, flying your jet plane along a treacherous meandering river with high cliffs destroying bridges, ships, the planes that come towards you and the tanks which fire at you. And be careful not to hit the cliffs.

Here we go. Wait a minute, there is a speck of dirt on my screen. It won't come off, hang on, that dirt is shaped remarkably like a plane. It is my plane! Cor, innit small. *All* the graphics are small, about one UDG square big in fact.■

★★☆☆☆
★☆☆☆☆ 3

ZONE

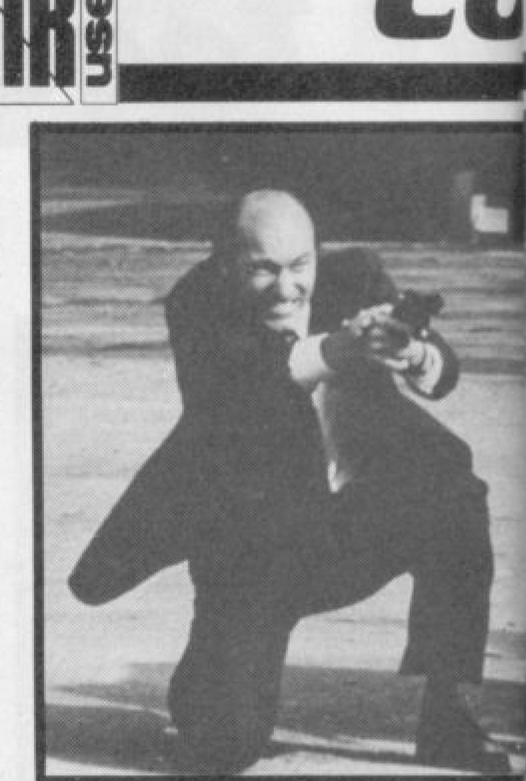
OK. This is it. A once-in-a-lifetime opportunity to clean up the streets. If there's any low-life scuzz loitering in your area, SU's the mag that's going to help you clean it up.

Because we're going to arm three of our readers with rocket launchers, and they'll be able to take a trip down their local high street and blow away anyone who looks like they need sorting out.

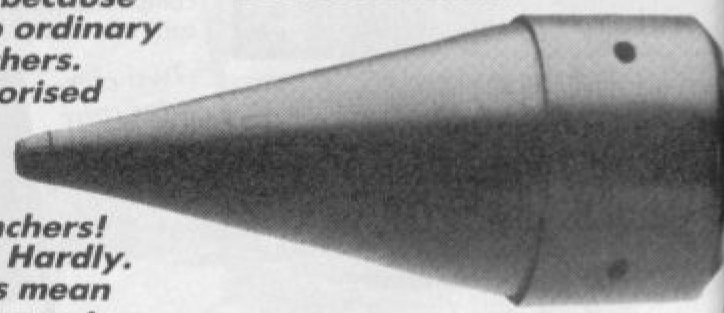
The good news? The lucky winners will be entirely free from prosecution because these are no ordinary rocket launchers. They're Motorised Electronic Water Firing Rocket Launchers!

A bit wet? Hardly. These things mean business. The water from one of these things travels 30 feet. That's some distance. And it can carry enough water to keep you going for ages.

And what sort of excuse do we have for giving away these



brilliant things? Because Gremlin



Graphics' new game is *Death Wish III*, ***and we all fancied the idea of playing at being Charles Bronson.***

The rocket launcher is Charlie's pet weapon in the film, and he brings it



SPECIAL OFFER

SU MEGA MIX TAPE

So awsomely fantastic was the response to the SU Mega-mix tape offer last month we thought we'd give all those people who missed out last time a chance once again to become the funkiest person on your street.

MPETITION





into play whenever things get a little bit sticky.

What do you win?

● ***Three first prize winners will be able to walk around with a rocket launcher under their arms and a copy of the* Death Wish III *game from Gremlin in the back pockets. There's more! We're even gonna throw in a false moustache each just to complete the Bronson image!!***

● ***Twenty second prize winners will also each receive a copy of the game.***

What do you have to do?

Answer the questions below and send them to: 'False Moustache and Rocket Launcher Compo, Sinclair User Competition Mega-control, 14 Holkham Road, Orton, Peterborough P62 0UF.

THE QUESTIONS

1) Name the actor who appeared in the original Death Wish and went on to co-star with lots of take-aways and Michelle Pfieffer in two completely different films?

2) How many Death Wish films have there now been?

3) Name the character played by Bronners in the Death Wish series.

WIN A BAZOOKA



THE COUPON*

Name...

Address..

...

My answers: 1)..

2)..

3)..

****If anyone from Gremlin or EMAP attempts to enter this competition we'll have to use our rocket launcher.***

Just to remind you, the SU Mega-mix* is a funkified, permutated twiddled, fiddled, mixed-up mix-down of some of the most brilliant Spectrum game soundtracks around.

We've added drum-machines, samplers, synthesisers, digital reverbs, guitar solos and quite probably the entire London Philharmonic to produce a music soundtrack so wonderful you may want to hang up your joystick and get on your dancing shoes.

It's supplied on a single C15 tape, and since the second side is blank you can also use it to store your own programs. Not only that but it is astoundingly cheap – a mere 99p.

The featured music is written by one of the top games track talents around – Dave Whittaker – mixed down by ace-muso Chris Jenkins and includes the soundtracks to **The Tube** and **Glider Rider**, both of which were featured in the last issue's SU Spectrum Top Five soundtrack chart.

If you're even slightly into great Spectrum music this is your chance to blow those Commodore owners A-wayyy.

*Note this is an audio tape – you do not even have to have a Spectrum to get funkified!!!■

ALL ABOUT THE MEGA-MIX

The Tube/Glider Rider mega-mix was created with many hours of toil in the studio of Fluffy Banana Music.

The original music was transferred directly from the Spectrum 128K to one track of a Tascam 38 eight-track recorder, with a little digital reverb and delay added for depth. Parts of the computer music, including the end themes of both games, were also sampled for later use.

The overdubs were then played by hand (since it wasn't possible to synchronise a sequencer with the original music!) using a Yamaha DX100 FM synth, Korg DW 8000 analogue/digital synth, Akai S900 sampler, Sequential Circuits Drumtraks digital drum machine and ART 1500 and Alesis Midiverb effects units.

The sampled sounds, manipulated with the S900, include trumpets, heavy-metal guitars and snare drums from chart records, and Spitfires from WW2 – the explosion at the end is a mixture of a bomb, a clap of thunder and a crashing aircraft!

The whole shebang was mixed down in genuine stereo on an RAM 10-8-2 mixer, and is presented for your delight by Fluffy Banana Music – the coolest and cuddliest music outfit in the entire galaxy■

How to order your tape

Send a cheque or postal order made payable to EMAP B+CP for 99p to Sinclair User Music Mega-mix, 14 Holkham Road, Orton Southgate, Peterborough PE2 0UF. Please allow 28 days for delivery. Offer closes September 30.

Coupon

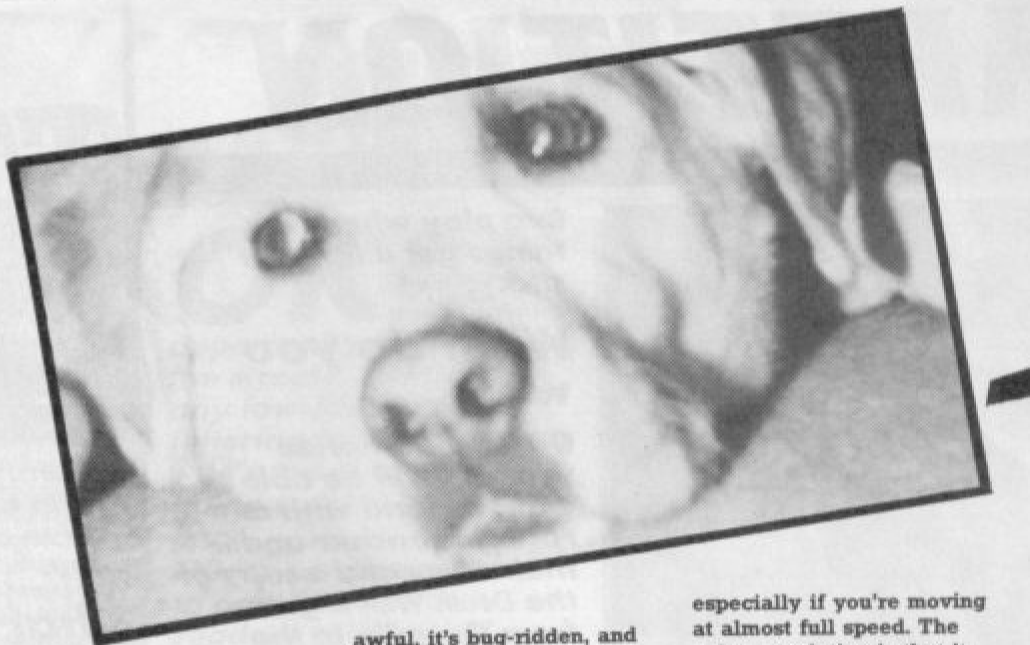
I want to get funky on my Spectrum please send me .... copies of the SU megamix tape. I enclose a cheque for £........ (0.99p per tape)

Name..

Address...

....

IF you reckon we're talking rubbish don't just stand there . . .
Tell us what you think
Stick your comments on paper, fill in and cut out the coupon below and send it in . . .
And if you don't send us your picture – the sillier the better – we'll have to print a picture of a slug





Barbarian Palace

I rushed to buy the game as soon as it was available. Was I disappointed? Not on your nelly! Apart from the, ahem, packaging and free poster (Maria Whittaker in a bikini), the game is utterly hyper.

But why, oh why, did you only give it ten stars? It definitely deserves a Classic.

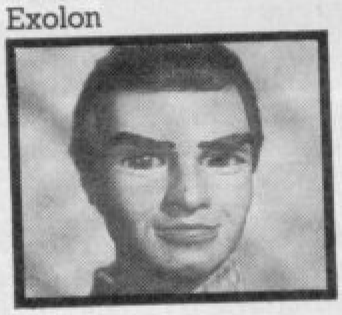
The slick graphics, smooth animation and atmospheric background scenes are what make the game so enjoyable to play. It wouldn't be the same without the 'flying neck-chop' which very realistically beheads your opponent. Brilliant■

James Walker
Market Rasen
Lincs
Game Choice:
Exolon

Silent Service Microprose

You were dead right to give this a classic. I enjoy playing simulations, and out of my whole collection, this is my favourite. It must be one of the best and most complex simulations to be released. The seven reality factors make it very playable for the beginner. A must for all simulation freaks!!! Microprose is a company to look out for■

Vladimir Leduchowski
Richmond
Game Choice:
Matianoids



Super Soccer Imagine

Eight stars!! Jerry Muir ought to be in a mental asylum! Imagine should quit writing software! Super Soccer is indescribably terrible!

The colour clashes are awful, it's bug-ridden, and it's extremely aggravating when two men are at roughly equal distances to the ball and the halo plays automatic pinball between them!!!. It's almost impossible to control the ball properly, and the men move as though they're skating on ice. Changing direction is no mean feat, especially if you're moving at almost full speed. The only consolation is that it tries to be original in some respects. Even so, Super Soccer only deserves four stars, if that!■

Patrick Turnbull
Didcot
Oxon
Game Choice:
Enduro Racer

Amaurote Mastertronic

Despite your rave review of Amaurote, I was still a little wary before buying it. I though that, like to many other budget games, it might not live up to my early expectations.

However I went ahead and bought the game, and one look at the amazing graphics soon dispelled any of my apprehension.

The game's got a wonderfully animated central character, very elusive enemy insects and, of course, those wonderful background graphics. The idea of having a repair facility, and being able to purchase bombs (within a certain price limit) is excellent, so much better than having a limited amount of lives.

At £2.99 I think you should have made it Classic. Don't delay, buy today!!!■

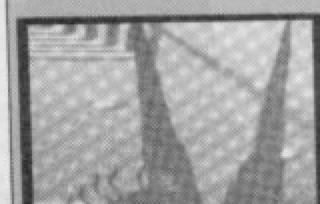
Matthew Lintern
Kinver
South Staffs
Game Choice:
Enduro Racer



Nemesis the Warlock Martech

It's brill. In fact, everything you want out of a game.

As the bodies start to pile up zombies appear and start to cause more mayhem on the screen. The way Nemesis wields his sword is just like real life. The graphics are excellent, and the quality of animation is out of this world.



As a reader of *2000AD* as well, I went out and bought the game straight away and have no regrets. If I'd been writing your reviews I'd have given it two Classics, not one!■

M Gray
Royston
Herts
Game Choice:
Ikari Warriors

You're only allowed one Classic at a time, but we take your point. (And totally disregard it).



Nemesis the Warlock Martech

Aaaaaaaaaaeegghhhhhh! Ooooooooohhhhhhhhhh!! You gave Nemesis the Warlock a Classic! SHOCK!! HORROR!!! HURT!!!! Why? This game is utterly useless it deserves only five or four stars. No way a Classic.

All it is is another boring platform game like an up-graded Manic Miner. The side-on (boring, boring, boring) graphics are CRUD! Yes, crud!!! The sound is useless too, there are hardly any effects and when there are they're not worth talking about. I read the review, bought the game, and almost died.

I read SU regularly and think it's great but you've gone wrong here!■

Timothy Reynolds
Hemel Hempstead
Herts
Game Choice:
Enduro Racer

Jim says: Well, if you don't get excited at the sight of the umpteen-frame animation and extraordinary violence in Nemesis the Warlock, I doubt there's much hope left for you.



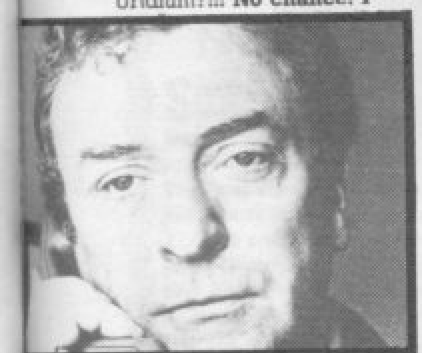
The WRITE STUFF?!

Shadow Skimmer The Edge

How could you give this game a Classic?! I read your review, bought the game, and got bored after a couple of shots.

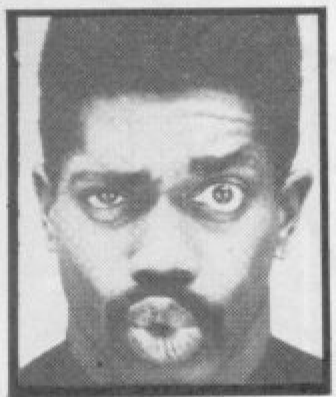
Sure, it has smooth, highly-coloured graphics, but the game is very boring to play and it's irritating and disorientating to be bounced about when you hit something.

And you said this was serious competition for Uridium?!!! No chance. I



wouldn't give this one star■

Duncan MacDonald
Dundee
Scotland
Game Choice:
Head Over Heels



Saboteur II Durell

Why oh why did SU only give Sab II a rating of six stars? OK, the gameplay is the same as that of Sab I but that's no excuse. The graphics are superbly animated and well drawn. The playability is good and I ended up playing it all through the night.

Also the difficulty factor is just right in the first level and goes up at a good rate on the other levels. So anyone who wants a good kick-'em-in game with a good plot, buy Sab II■

Robin Sparks
Midlothian
Game Choice:
Barbarian

Hydrofool FTL

"A Classic", I thought. "An absolute winner" – must buy it!

Well you've definitely muffed it this time guys! No matter how much I try to like this game, I can't. OK, the characters are great, and the animation superb, but the novelty soon wears off, as the screens are all very similar.

Swimming around, pulling plugs, and being eaten by piranhas (!) ultimately becomes boring – dead boring!

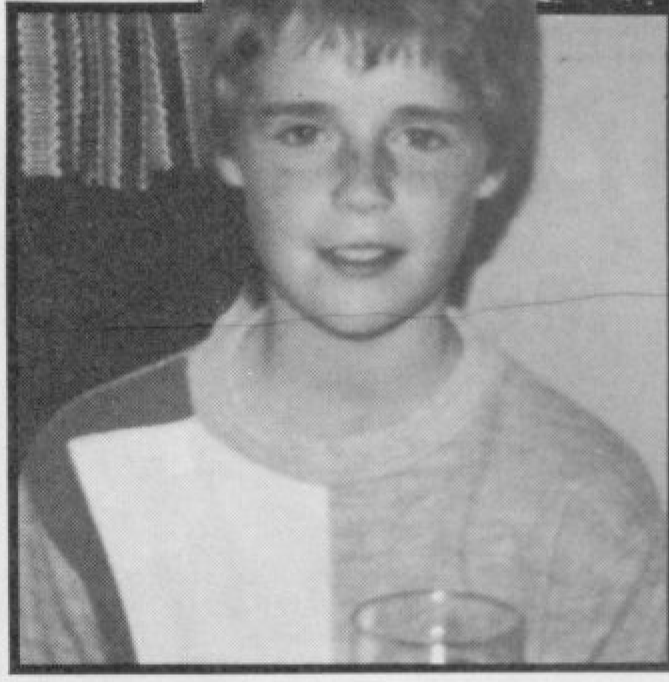


So you want to know my new rating? Four stars maximum, and probably three – especially if you have already bought Sweevo's World.

Classic indeed! Don't waste your money!■

Chris Jarrett
Wells
Somerset
Game Choice:
Barbarian

At least it was all good clean fun!



Arkanoid Imagine

Thud!! Ah well, Level 5 down the drain.

Hi folks. Since I reluctantly forked out three week's pocket money to buy the super-mega coverted Breakout I have never been off my 128K+2.

Food is no matter, I just drool over the addiction or what? Sheer bliss for hours on end!

I've got to leave you now, but my final message is . . . Imagine really played a trump card. Ta Ta■

Stephen Coates
Doncaster
S Yorks
Game Choice:
World Class Leaderboard

SU Warning: Too much drool can damage your addiction.

Army Moves Ocean

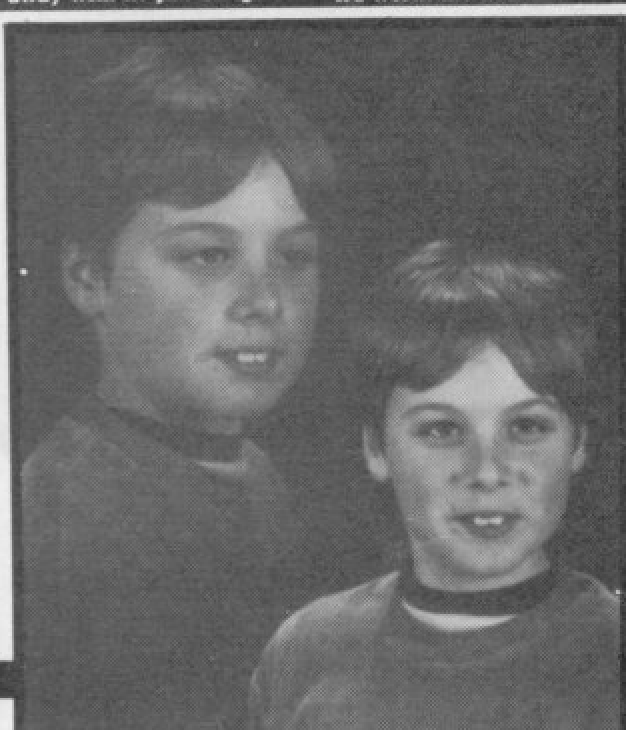
I have to warn people about this game. As soon as I saw the review you printed for Army Moves I rushed out and bought it. A month's pocket money wasted on that *RUBBISH!!!* It's about as addictive as a pile of dog dirt.

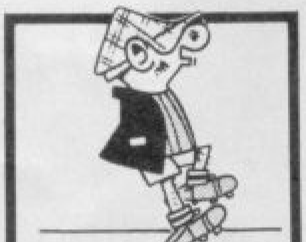
I must say the graphics are good but on Level 3 the subs look like deformed baseball bats. How could you give such trash ten stars and expect to get away with it? Jim Douglas open your eyes and see the light!

And as for Ocean. It can do a lot better than this load of (beep)■

Tony Downey
Bangor
Co Down
Northern Ireland
Game Choice:
Auf Wiedersehen Monty

Jim says (removing v. horrible sunglasses): OK eyes open, cold light of day etc etc. I still reckon that it's worth the acclaim.





Footballer of the Year Gremlin Graphics

I think your review of Footballer of the Year was one of the worst printed in your magazine. This game deserves more than one star!

Footballer of the Year has great graphics, especially on the goal scoring screen, and a nice little tune. The gambling screen is good fun too. Compared to Football Manager, Footballer of the Year wins easily■

John Snedden
East Lothian
Game Choice:
Arkanoid

Every so often — well very often actually — you write to tell us that we know nothing about anything and insist that some program we trashed is actually the best game ever. Conversely you blast us for saying something is great that you absolutely loath and detest.

Enough is enough. We can't take any more, if you think you're so clever you write the damn magazine. We mean it!

Every month we'll devote a page to a selection of your opinions on the latest software. Don't get mad – write the review you think the game should have received and we (subject only to space) will print it.

Now, aside from seeing your work in print we will send you a crisp £10—er, cheque — with which to buy the software title of your choice — tell us what you plan to spend the money on if your review is printed.

One request, we want to know what you look like so send us a picture. Any old picture will do — you at home, in Ibiza, in the garden, even making silly faces in photobooths we don't care.

So get cracking — write your reviews and send them together with the completed coupon below.

YOUR REVIEWS
Maximum 150 words. No swearing, libel or illegibility and come out of the corner fighting. Don't beat around the bush – tell us straight what you think. Send your review (of any *recent* game) plus your picture and fill in the coupon. *send the lot to The Write Stuff, Sinclair User, 30-32 Farringdon Lane, London EC1R 3AU.

Name...

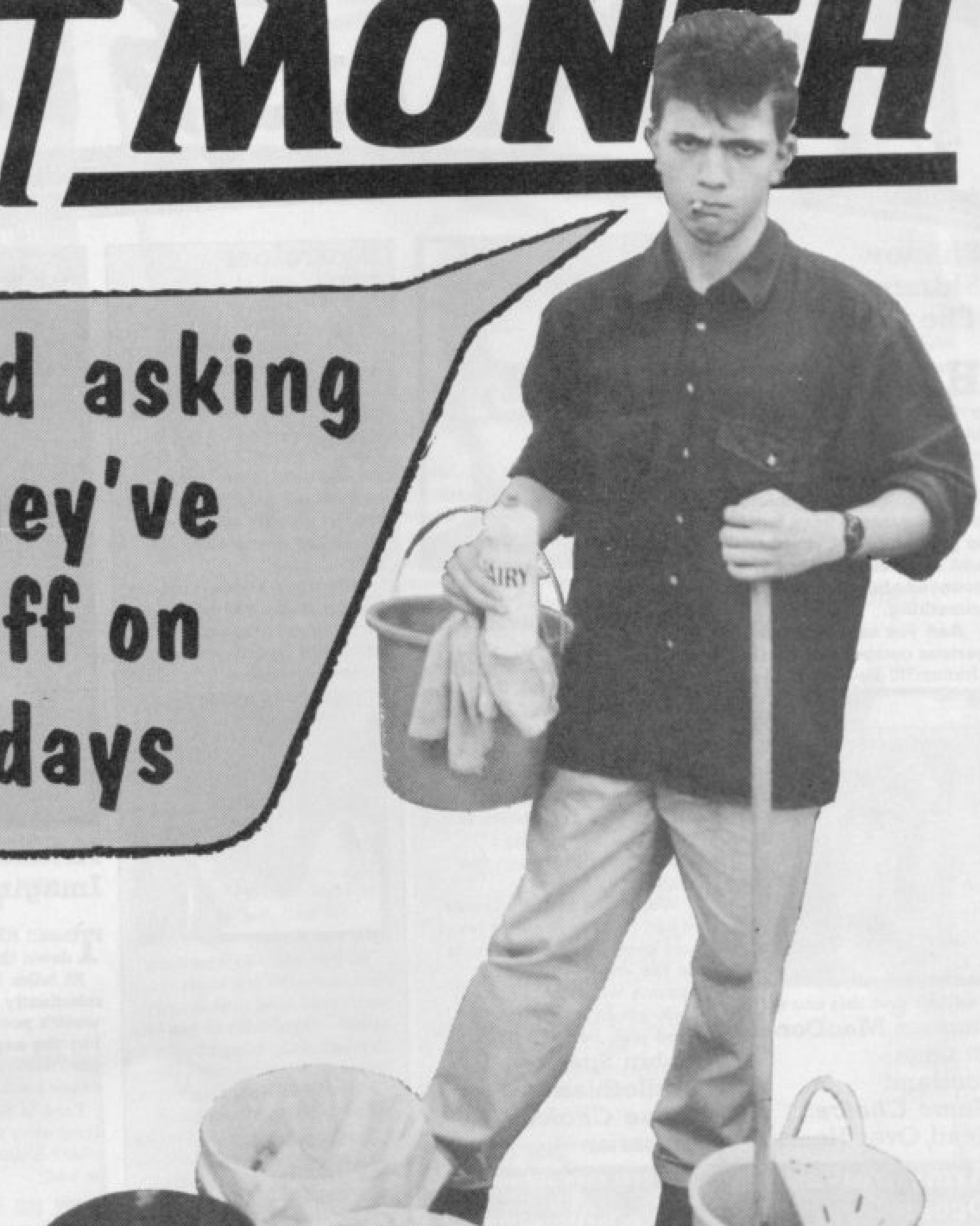
Address..

....

The program I would most like to buy with my tenner is ....

* Reviews supplied without full name and address will not be considered for publication.

NEXT MONTH



It's no good asking me love they've all gone off on their holidays



. . . But not before pointing out that the October SU is absolutely stunningly wonderful and contains more brilliance than a truck-load of electric lightbulbs

Check out these features:

- Double the usual number of pokes!
- Under Wraps special – if it's secret we'll tell you!!
- What the stars say about their Spectrums!!!
- Definitive guide to Spectrum stuff at the UK's biggest micro show – the PCW Show!!!!
- 3-channel sound in 48K? We show you how!!!!!
- More Spectrum reviews than any other magazine!!!!!!

SU Back from Ibiza, September 18



NEXT SIM FROM DIGITAL

Someone developed a jet that was soooooo secret that even they weren't sure afterwards whether they really had developed it, or whether they just dreamed it all up. But they did invent it, and the Lockheed YF-22A is a pretty mean machine. So it's going to make a pretty mean game, says Digital Integration.

Yus. The Advanced Tactical Fighter **has been given its very own game of the same name, and DI is terribly excited about the whole thing. Intelligence reports say that the Lockheed is virtually undetectable, due to its shape and special radar cover and doesn't exist. Good thing that it's not totaly undetectable, otherwise the pilot would never be able to find it, and that would make a pretty boring game all round really wouldn't it?**

Anyway, ATF **is an attempt to combine strategy with simulation. Although it takes quite a lot of practise to learn how to fly the jet, once you've got going, DI assures us that there's going to be a lot to destroy. A combination of choosing a target, collecting intelligence info, plotting a course and bombing the hell out of it sounds pretty fine to me!** ATF **features a smart, 3D generated relief background, and on DI's reputation alone it ought to be a biggy.**

Streetdate: September.
Price: £7.95

SO WHAT *IS* FOOTBAGGING?

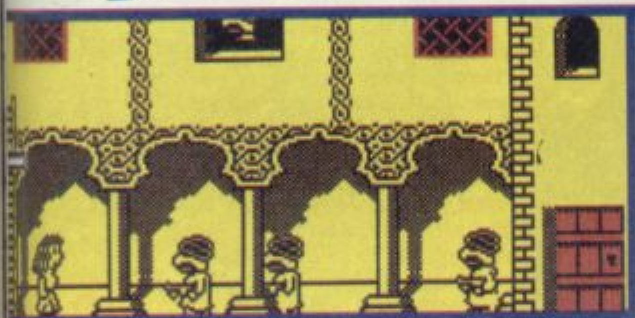
We all know that the Americans are totally and utterly over the top, but I hardly think that that's a legitimate excuse for the appalling hype surrounding California Games, **one of the first of a new batch of Epyx titles through US Gold.**

Without getting too excited about the whole thing, what happens is this. California Games **allows you to take part in all the usual American exhibitionist sports, such as skateboarding, surf-boarding, and footbagging (whatever that may mean). In order that you may be even more amazed, you'll be allowed to travel around the West Coast, Santa Cruz, Venice Beach, and even Hollywood itself.**

As the blurb says, this ain't California Dreamin' – it's for real. (oh please). What it really is, is an excuse for a lot of little games to make it together and become a big compilation, thereby pleasing the purchasing public no end. Actually, the screen shots look rather nice, especially the surfing, which has a big blue wave.

Well it would, wouldn't it?
Streetdate: September.
Price: to be announced





WHICH NILE IS THIS? A GEM?

These days film licences are the things to go for. A big box office smash often makes a successful game (financially). On the other hand film licences are very expensive. So what, if you're a software house, what do you do? Read on . . .

Jewel of the Nile **was an ultra successful film starring Kathleen Turner and son-of-dimple himself Michael Douglas. Firebird on the other hand is promising us** Mystery of the Nile **chock full of "new and exciting" features. A hunt for the Jewel of Luxor. (That's new?) Fighting in Luxor, in the desert, even on the top of a train. (Don't think that's terribly original actually). A gang of three. (I've got this strange sense of *deja vu*). A man. (Could it be Michael Douglas?). A woman (Kathleen Turner?) And a short arab (The one from *Taxi* that nobody knows the name of?) There's actually nothing new about it, but, it might be a good game.**

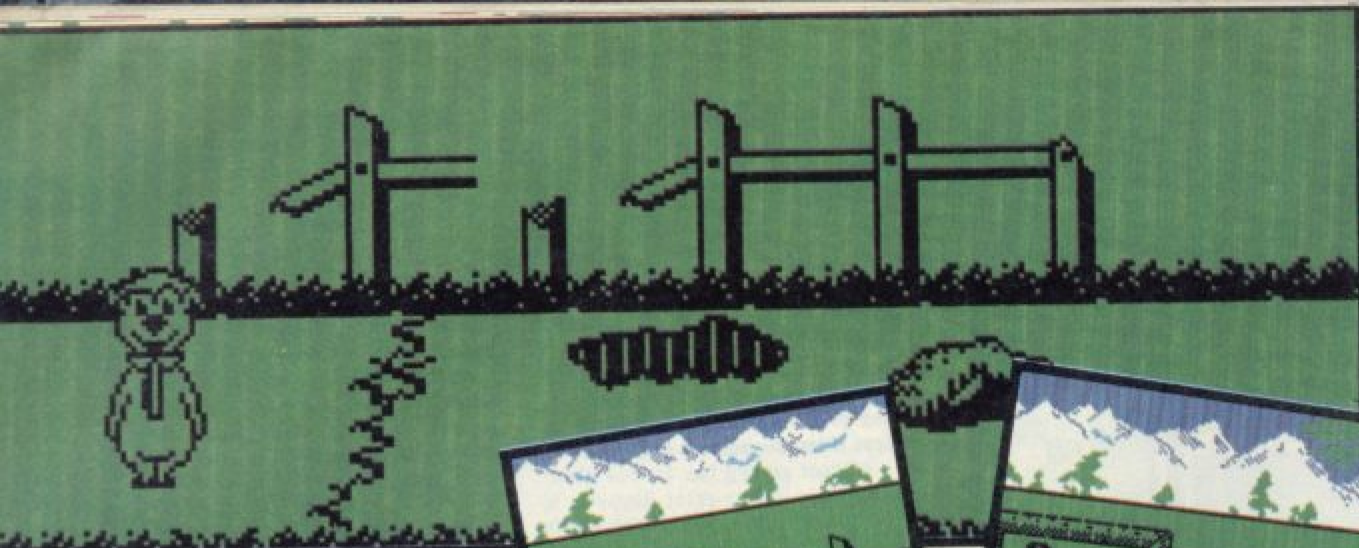




Graphically it reminds me somewhat of Livingstone, I Presume? **sort of pseudo-cartoony characters. You can change the control of each of the characters, so if you find you have trouble being a woman, you can become a bespectacled arab instead. Each character has his/her own weapon, and you change character in order to employ the right weapon at the right time.**

Mystery of the Nile **doesn't even try to disguise its origins, and for an exercise in totally dreadful concept cribbing, Firebird wins top marks. Here's hoping Mikey doesn't hear about it. Or there could be trouble.**

Streetdate: September.
Price: £7.95







THE BEAR'S BACK

A: Would you like to buy a matter-booboo?
B: What's a matterbooboo?
A: nothing. What's the matter with you, Yogi?

Hahaha. You can't beat a bit of archaic humour to start a preview (We'd noticed – Ed). Anyway, it's a little more relevant than you may think in this case because this is a preview of Piranah's new licence tie-in – Yogi Bear!

Now for those of you who are reaching for their June copies, experiencing a strange sense of deja vu, believing we've already previewed Yogi Bear well stop right there. It's back again because now we've got some really nice screen shots for you to see. So shut up.

Set in the rolling hills and picturesque scenery of Jellystone Park, YB (as we already lovingly refer to it) involves Yogi trying to rescue BooBoo from the clutches of a group of shadowy figures, probably enraged campers, before he has to hybernate.

It's a left-right screen flipping game and Yogi runs along in a most cartoony manner. Along the way Yogi will have to be careful not to get caught by the rangers who patrol the park. Obviously, cuddly Yoggers would *never* actually attack anyone, so he has to find other methods of hampering the rangers. . .

Looking good.
Streetdate: September
Price: £9.95

MERCENARY SIGN UP

For those of you who are riders at the gates of dawn, for those of you who take no prisoners under any circumstances, for those of you who can eat three shredded wheat and still scoff down a piece of toast and peanut butter, this next game is bound to prove exciting.

At long last we can all rela, beacause Novagen are giving Mercenary on the Spectrum. You're excited now, aren't you? Well, what happens is this. Being such a super-hero-hard-guy, the Mercenary doesn't turn a hair when he crash lands on the hostile planet Targ, slap bang in the middle of a war between the Palyars and the evil invading Mechanoids. Totally unperturbed, our hero sets off, with only his in-helmet computerised mentor Benson to accompany him. In the interests of staying alive and making a bit of dosh at the same time, the Mercenary has to find a ship, and as luck would have it, Benson knows where one can be found. (I hate smart arse computers, don't you)?

Mercenary appears to be a 3D vector graphics sort of game which is





MEAN 'N' MOODY

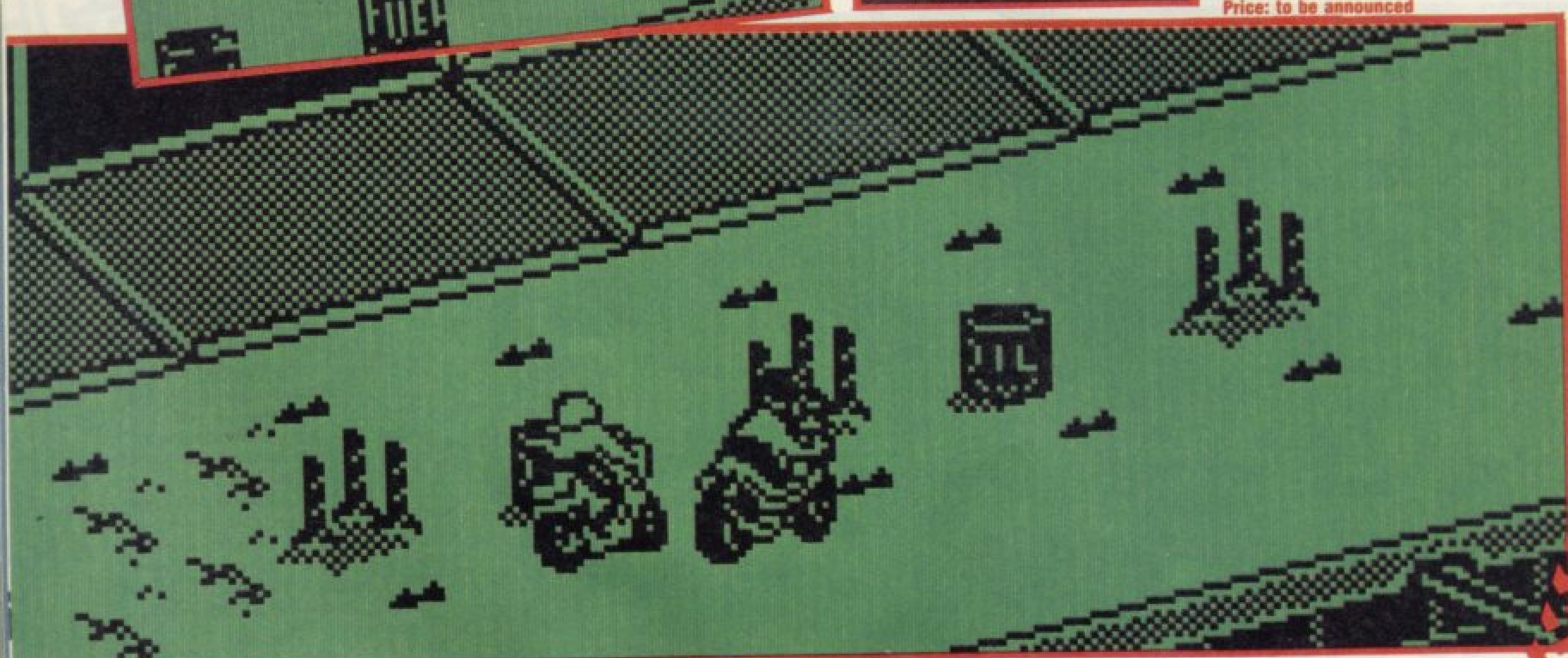
It looks a bit like Paperboy but Mean Streak from Mirrorsoft is more violent by far. Where Paperboy had a weedy pedal bike Mean Streak has a powerful motorcycle. Where PB had chucking papers Mean Streak has you on a motrocycle equipped with machine guns, oil slicks and other offensive weapons.

The idea, well never mind about that, the end result is that you get to barge, blast, trip-up or in some other way squeeze the devilish computer-controlled cycles right off the road.

The angled side-on view is pretty clever, the bits where you barge the other bike are really fun and the track is littered with ramps, oil cans and assorted spikes.

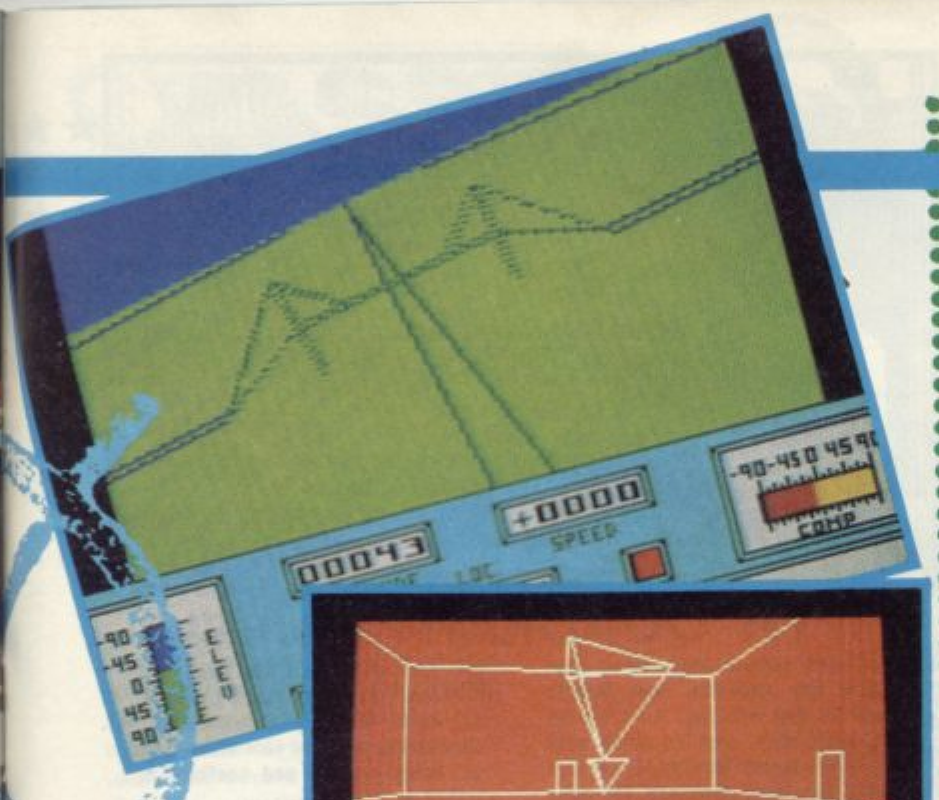
What we have, in fact, is a motorbike racing game plus serious weaponry. Got to be a winning mixture I'd have thought■

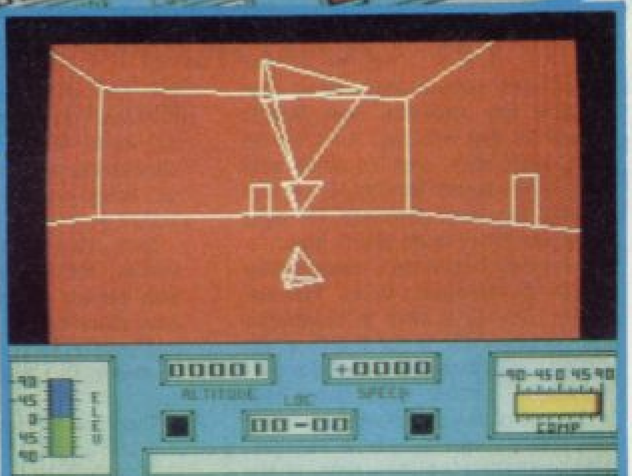
Streetdate: September.
Price: to be announced





PREVIEW





both visually astounding and very playable all at the same time. Screen shots so far show us some very impressive blue and brown backgrounds, and it seems clear that a lot of fun is going to be had by all. There are some involved flight routines to marvel over, and fascinating puzzles set by the underground cavern mazes. Can't wait.

Streetdate: Early September
Price: £9.95

NAUGHTYNESS FROM NIPPER II



It's over a year since Jack the Nipper **first appeared on from Gremlin Graphics. Now, after his considerable success in the first episode he follows the example of other Gremlin heroes** Ting **and** Bounder **in a tropical comeback** Coconut Capers

Jack the Nipper **involved Jack (a nipper) in his hometown, moving around trying to stir up as much bad feeling and general trouble as possible by doing nasty things like blowing up all the computers in an electrical shop by shorting them out.**

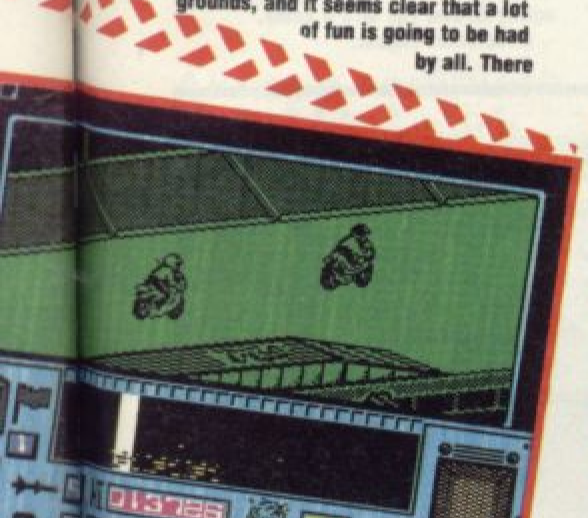
The sequel takes place deep in a dense jungle somewhere between here and Australia (Spain?). Jack's whole family was supposed to be flown out there, in an attempt to curtail his naughtiness, or at least keep it as far from Britain as possible.

Never being one to do as he's told, Jack leaps from the plane using his nappy as a parachute. Followed closely by his father who is understandably livid. On landing, Jack immediately sets about scoring those points on the Naughtyometer. Here, though, Jack gets up to things like dropping bananas on people and telling bad jokes to Hyenas.



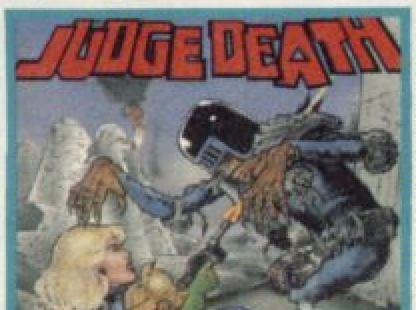
Coconut Capers **looks slightly different to** Jack the Nipper **as it's lost the semi-3D element which allowed you to walk into the screen. In fact, this was probably the worst aspect of the first game, as it was rather difficult to judge depth. Now the author of the game, Greg Holmes has ditched this in favour of a straightforward side-on view.**

Streetdate: September
Price: £7.99



JUDGE DEATH

One would have thought that if a person is committed to stamping out life and replacing it with death, then the first person that one would bump off would be oneself, which would show that one was *serious* about the whole thing? Well, apparently, that's not the case with Judge Death **from Piranha, because he's rather keen to prove to the rest of the Universe that living much longer is not the good idea that it may seem.**



Yes, it's *2000AD* time again, with yet another character from the famous mag being given a starring role in his very own game. Judge Death and the rest of the Dark Judges are on the rampage, and it seems that nothing's going to stop them from causing world-wide inertia due to severe death.

A jolly good blast about is what it sounds like, we're told that only Judge Anderson's psychic powers and blazing gun can save the inhabitants of Megacity and the rest of the world from having Judge Death's deathly hands plunged into their bodies. (Ugh). The Final Conflict takes place on Judge death's very own planet, (Deathworld, quel surprise) in another dimension from the one we're in at the moment.

Streetdate: October
Price: £9.95

BALL BREAKER

CRL thought that you'd be interested to see a picture of their great new 3D Breakout **style game,** Ballbreaker **and who are we to argue? Mmm-mmm. Looks great, doesn't it?**

Streetdate: August.
Price: £7.95





GRYZOR GETS GREEN BERET

Green Beret in space. That's a pretty fair description of Gryzor, **Ocean's latest coin-op conversion. Yes, I know the screenshot looks more like a 3D style game, but that's one of the interior scenes, you see.**

Most of the gameplay involves travelling across mutated alien landscapes and blowing degrees of crap out of anything that moves. Instead of being armed with a fairly puny rifle and flamethrower, though, you get to play around with an enormous laser shotgun that wipes out anything in it's way. You also pick up additional firepower modules that let you fire in three directions at once.

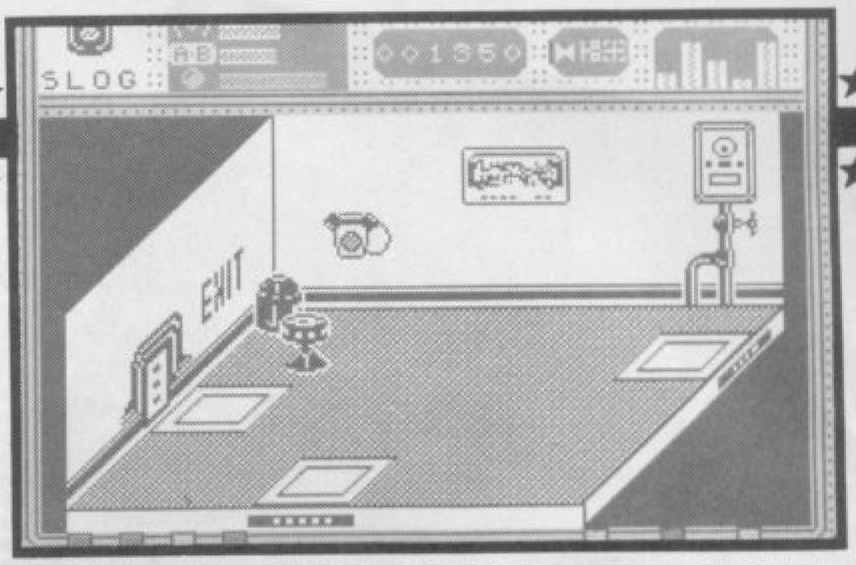
Using all his athletic abilities, the hero must leap over yawning chasms and somersault his way past untold booby-traps, shooting guards and robots and everything else.

After working through ever larger and tougher groups of aliens, you've got to make your way into part of the robotic nerve centre and destroy a section. The further into the game you get the deeper into the centre you'll have to go. (It's this section you can see in the shot.)

If the conversion comes anywhere near the standard of the coin-op (and judging by Ocean's current form, there's no reason why it shouldn't) we should ahve a superb game.

Streetdate: September/October
Price: £7.95

PREVIEW



DROID OUT REAL NICE

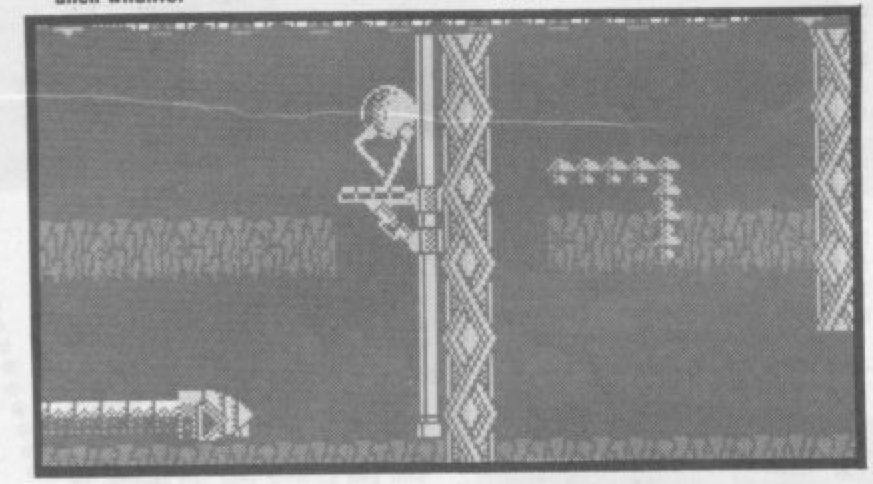
Oh God – you're a droid again. In Players' Xanthius you're packaged off to go and sort out a processing plant which is gradually cracking up due to faulty parts.

Your droid has to zoom around eight processing units topping up their energy and generally keeping things going. Needless to say this involves much blasting of the native alien wildlife.

From the demo version we've seen it looks like it could be very nifty indeed. The droid itself walks about like a deranged ballet dancer and generally the graphics are large, colourful and smooth.

Sounds a bit strategic combined with arcady bits and pieces really doesn't it?

Streetdate: September.
Price: £1.99



FIFTH QUADRANT BUBBLE

It's been quite a while since anything has appeared from Bubble Bus. It's last offering, Ice Temple was quite nice, and it's stuck with the space theme for Fifth Quadrant which has been promised for ages and now looks to be nearly here.

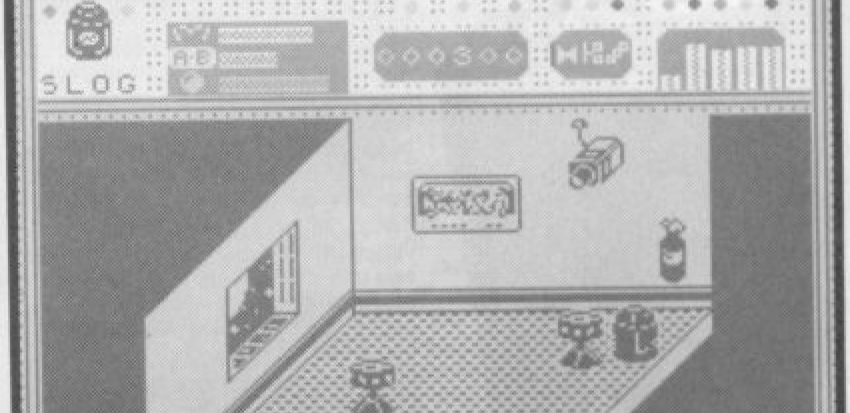
Apparently you are a crewmember upon the good ship Orion. You and your crew have been in suspended animation – due to the length of the flight – and, on waking, you're understandably miffed to discover that your entire ship has been taken over by Zimen, whoever they may be. Having been given free reign of the ship for ages, the Zimen have managed to break practically everything in sight or alter the computerised control mechanisims so they only work in Zimeneeze.

The aim of the game is to take control of your four characters (Captain Slog, Plot, Knut and Bodd) and somehow regain control of the ship. Not quite as easy as it sounds, considering a few of your characters are being guarded and confined by locked doors.

Each character has different capabilities, and will be able to help out with varying degrees of success in each situation you put them in. Not much use expecting the navigator to be able to fix a broken coffee machine.

There are 230 rooms to get lost in, and the graphics are very 3D and, um, well, they're not very great in fact, but the thinking element should offer some consolation. This certainly isn't a blasty thing so steer well clear if the thought of a little mental agility throws you into a coma.

Streetdate: August.
Price: £8.95



COOKE-ING UP EARTH LIGHT

Nexus has been a might quiet lately. Its next releases on the Spectrum won't be out 'til Xmas, but we thought you'd be interested in a sneak preview.

Earth Light is the latest from the topping pen of Pete Cooke who brought you Academy, Tau Ceti and Micronaut One. It's a 3D shoot-out in space, and you can bet that the graphics are going to be pretty damned special indeed.

Earth Light is a bit of a departure for Pete as it doesn't involve the first-person 3D that was used in Tau Ceti and Micronaut One (ie you sit in the cabin of your spaceship and the world moves around the outside). This time, things have a different angle on them, as the screen scrolls from left to right and your spaceship can move in and out of the screen, under or over (or in front and behind) the obstacles in your path.

Streetdate: Xmas.
Price: unannounced

NOTA PENNY

Look, this is really true OK. I didn't make it up. Domark is going to do a game based on . . . I'm not sure I believe this myself but . . . a book by Jeffrey Archer. Gasp!

The book in question is *Not a Penny More Not a Penny Less* which is considered by those who admit to reading Jeffrey Archer novels to be the least bad by far.

Domark is saying nothing about the plot except that it will "be closely based on the book". That reveals the following: it's all about this man who is ripped off by another man, who finds lots of people who were also ripped off by the same man and who then resolves to get back 'Not a Penny More Not a Penny Less' than was stolen in the first place.

Sounds like an adventure game to me, but I could be wrong though.

Streetdate: September.
Price: unknown

SLED ASTRAY

Simulations needn't necessarily be about flying things. And to prove it here's one that isn't.

A lot of people are saying (well, one or two really) that the British bobsleigh team have a dashed good chance of winning the Olympic Games in Calgary next year. So bobsleighing is obviously a pretty topical subject, and, you've guessed it, good game material.

That's how Digitial Integration sees it anyway and – Bob's your uncle – it's gone ahead and is in the process of bringing out a game by the name of Bobsleigh, which features a man, a Bob, and a lot of very slippery ice stuff.

Together with the help of Nick Phipps, British team leader, and therefore pretty nifty with a Bob himself, DI is putting together a game which will give the player the chance to slide down an extremely slippery ice slope very fast indeed, and cause an immense amount of damage to himself, his team, and indeed, his Bob.

Select your team, choose the right sort of sleigh, and get to compete on some of the most famous international bobsleigh runs. All the while keeping an eye on the championship fund so that you don't run out of dosh. The races themselves will be offered to you in startling 3D driver's-eye view graphics, and there will be multiple skill level set to choose from. I always reckoned the real thing on TV looked horrifyingly dangerous – so the game could be too.

Streetdate: Autumn
Price: to be announced

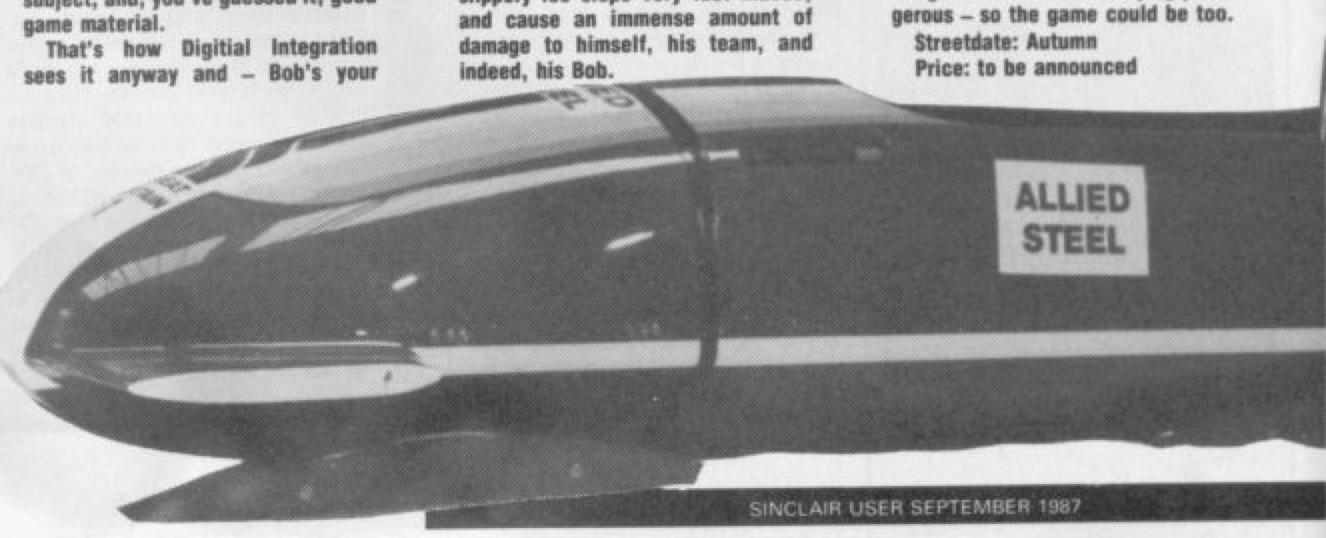
BATTLE PLAN

Back in the days of Algy, Ginger and Biggles (I always thought Algy was more deserving of fame and fortune) men could be found larking about in cigar shaped things painted with green and brown blobs (he means Spitfires – Ed).

And for everyone who can remember, or would like to re-enact the rather topping conflict, PSS has released its rather wonderful Battle of Britain at a flyaway budget price! Yup. £4.99. Worrabargain.

Along with Battle for Midway and Theatre Europe all appearing on the new PSS label, Classic Conflicts, we're sure that the programs are going to go like a bomb. Hahaha.

Streetdate: August.
Price: £4.99



CLASSIC MOVES



We here at SU have exhausted all the bouncy jokes. There are no more puns left in elasticity. So rather than bore you rigid with any more quips about springiness, we're going to tell you something extraordinarily useful. In other words this month's Classic Moves will put a spring into your step and a zoing in your heart because we're going to tel you how to win at Gremlin's *Thing Bounces Back*

Master the tube linker

Before he can do anything else, Thing has to get on to a part of the toy factory floor. He can only do this by escaping through one of the air vents. Unfortunately, there are loads of the Goblin's guards charging around the place, and so Thing gets buffeted about, and can't find his way out. The only way to get out is to use the 10 'panics' that you have per life, and change direction in the tubes. Keep pausing the game, and make a rough map of the tube layout. That way you can work out where you want to go without wasting panics and being buffeted by the guards

Never re-enter a screen

Things are harder the second time around. Try not to get trapped, because if you have to go back, you can be sure that that screen is going to be more difficult

Always complete a screen where possible

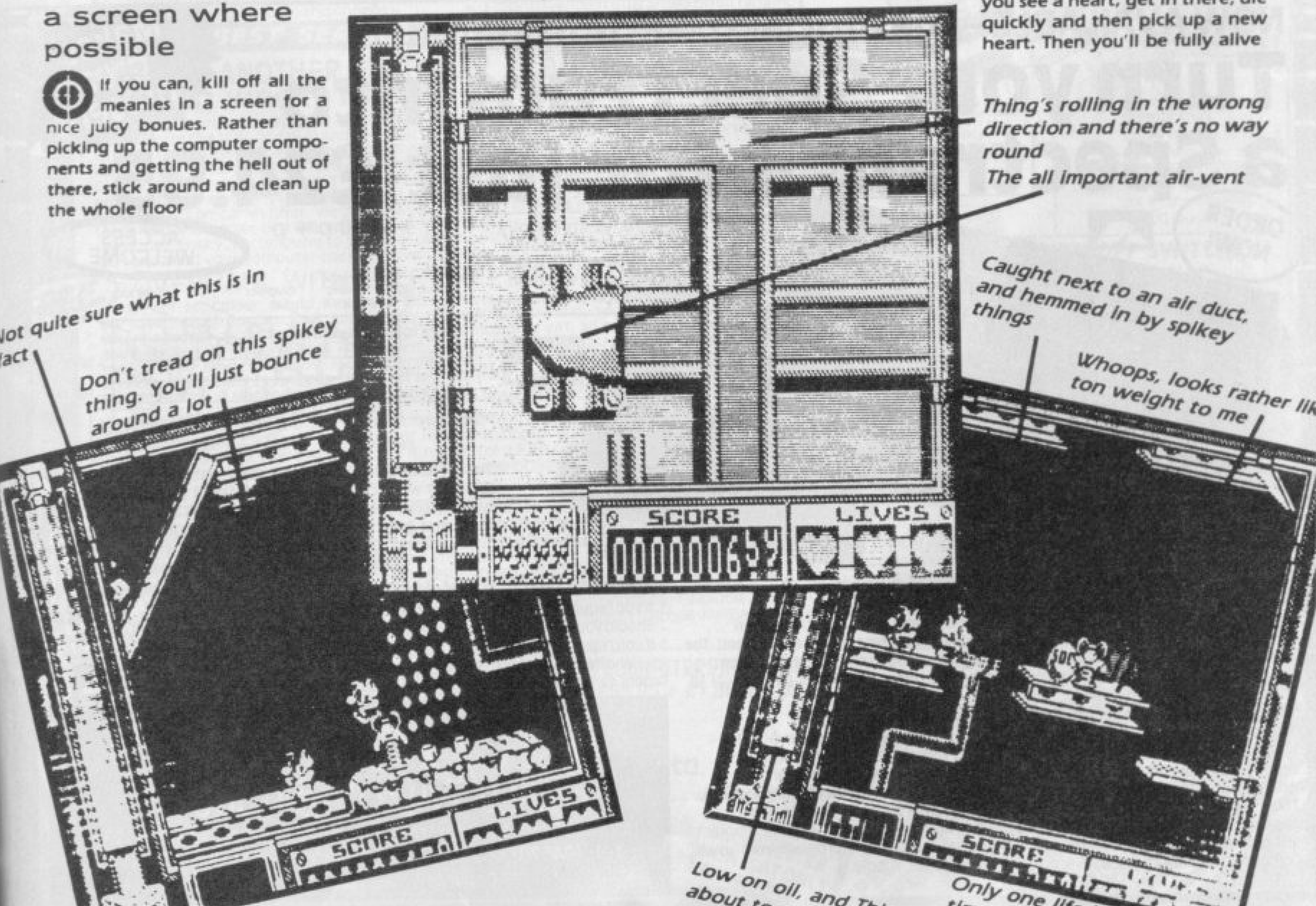
If you can, kill off all the meanies in a screen for a nice juicy bonues. Rather than picking up the computer components and getting the hell out of there, stick around and clean up the whole floor

If it moves, jump on it

Most nasties can be destroyed by just springing up into the air and landing on them. But beware anything with spikes or a helmet. Your average nasty will disintegrate into a pleasing points score, but those with pointy heads will just rebound you into the wide blue yonder. Spikes will make Thing bounce over and over again, and too much bounce drains Thing's oil, not to mention giving him a sore head where he hits on whatever's above him. Best choice it to leave the spiky ones alone

Collect those hearts

Being a creature of totally mythical origins, Thing has three hearts. And he can get more. Not that more hearts do him any good at all, because he can't carry more than three at a time. So if you happen to come across a new heart, remember that if you've already got a full complement of lives, you can't have another one. If you know you're going to die soon, and you see a heart, get in there, die quickly and then pick up a new heart. Then you'll be fully alive



Thing's rolling in the wrong direction and there's no way round

The all important air-vent

Not quite sure what this is in fact

Don't tread on this spikey thing. You'll just bounce around a lot

Caught next to an air duct, and hemmed in by spikey things

Whoops, looks rather lik ton weight to me

Low on oil, and Thing's about to crack up

Only one life left, now's the time to find a new heart

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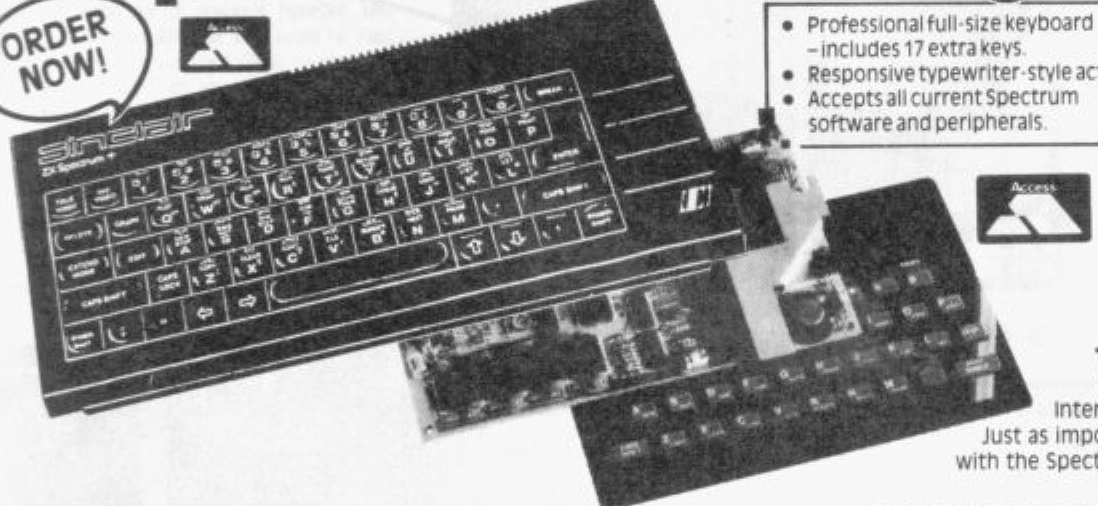
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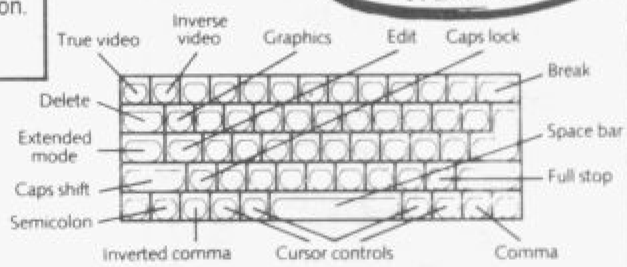
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the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum +. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for **£31.90** + £1.50 p + p we'll upgrade it for you.

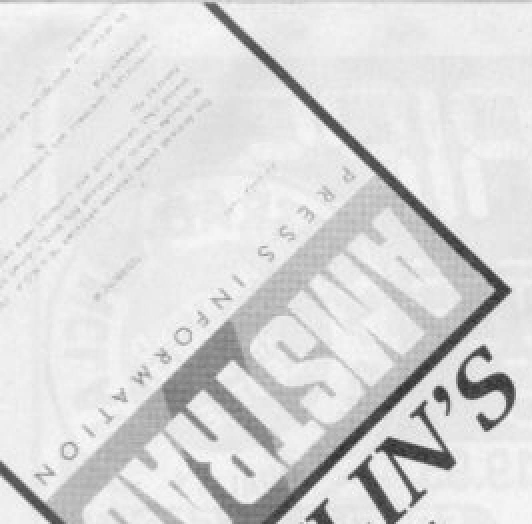
The bigger, better Spectrum keyboard
The Spectrum + measures 12½" × 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action – ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a **perfect typing position.** There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

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GREMLIN'S TEE HEE CORNER !!!

Excuse me a moment (hah hah ha hee hee) Amstrad is a company that has made the odd legal threat in its time (giggle, giggle) and has forced the BBC among others to issue various apologetic press releases on pain of serious lawyer-power (hahahahahahahahahah). What should arrive on Gremlin's desk but the following press announcement from Amstrad correcting a previous press release:

"The Amstrad press release entitled "N.O.M.D.A. Chosen for Worldwide Launch of Amstrad 9512," dated 22 July mistakenly stated that Locoscript and Locomail were registered trademarks of Amstrad PLC.

Locoscript, Locomail and Locospell are trademarks of Locomotive Software Ltd We offer our apologies to Locomotive Software for this inaccuracy."

Here's a translation of that fateful document: "Gor blimey we dun a wrong'un what stupid geezer botched up that blimmin' press 'andout I'll 'av 'is guts for belt-driven turntables so I will. Anyway we didn't have them trademarks like what we said, we just fought we did. Anyway Locomotive has got the 'ump and threatens us wiv the guys in the wigs if we don't straighten the old fing art.

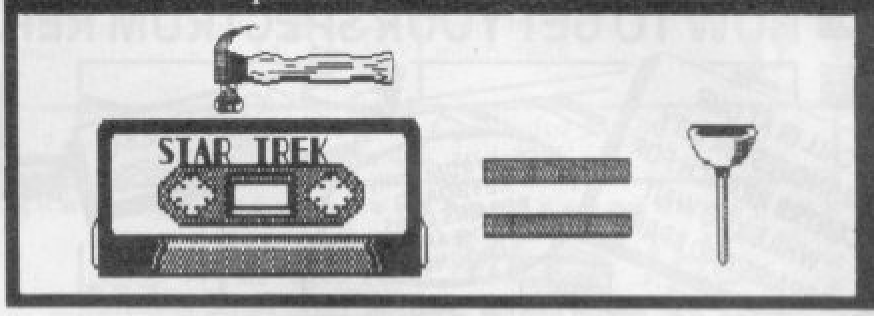
We wus rong. Them trademarks wus Locomotive's alright? Sorry guv."

GREMLIN'S MYSTERY STAR TREK CORNER

The following mystic symbols were discovered by an Archeologist inscribed on a pyramid in Egypt.

The symbols are believed to be the comments of Pharoah Gremlin IV on the problems over the release date of Star Trek the computer game on the Spectrum.

Carbon dating techniques have enabled experts to set a date for the hieroglyphics of 233 BC. Nice one Firebird!



GREMLIN'S AT-A-GLANCE ESSENTIAL GUIDE TO THE TRULY NAFF (Part 1)

LESSON ONE: Some very dodgy game ideas

A FRANCIS WILSON'S WEATHER GAME. Francis has got his weather all mixed up. Can you help him sort it out before it's time to go over to the regional news services?





B WILLIAM'S TEDDY – poor old ted! He's had the stuffing knocked out of him by those two young royal scalliwags! Can you find all his missing limbs and ten bits of stuffing before William eats him?

C ATTACK OF THE DEADLY DOGS – young Scamp got kidnapped by aliens and just look what's happened to him now! He's 500 feet high with laser beam eyes and he's being very naughty! Can you, using your team of Harrier jump jets, nuke the naughty dog before he destroys the world?





LESSON TWO:
Now match a software house to each of the products above. Who is most likely to put out what? (we've done one for you, William's Teddy – Royalsoft but who is Royalsoft a pseudonym for?)

- Macsen
- Virgin
- Firebird

LESSON THREE:
Of the three bits of software above which of the following review extracts best describes which one:
"Utterly utterly tedious – only the BBC could possibly have thought this would be a good idea for a game"
"Even at a budget price this has to have the most ludicrous plot ever – and just look at those attribute problems when the big sprite moves"
"Oh Gawd. Oh No. I don't believe it. Look, please, no, why me?"

Gremlin

Gremlin Caption Compo No 10

Hahahaha. It can be quite a task keeping a straight face when reading the Gremlin entries for a month. Thanks to everyone who sent entries to the effect of "Isn't Ronald Reagan stupid,



then?' Very incisive.

Among the more interesting efforts this month was Leda Scholey's "Quick! Ask him a quesiton while I hold his brain in."

Then there was Lee Maddocks: "Just like the 48K – press the little button in and he forgets the last six months."

Nicholas Holand came up with "So you see, Mr President, if you blow up the world it will make our latest game very topical indeed."

The winner, though is Alasdair McCallum from Glasgow who says, leadingly, "Who said the ZX81 had a small memory . . . ?" Congratulations, Alasdair. A cheque may be arriving soon.



And this month's piccie? Bit of a tricky one, in fact. All entries making comments about the size, sex, and amount of hair of those pictured will be completely and utterly ignored. Send your entry to Gremlin Caption Compo No 11, Sinclair User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Name......................................

Address...................................

....

GREMLIN'S AT-A-GLANCE GUIDE TO THE TRULY NAFF (Part 2)

How to make a new TV programme about computers!
Here are some ideas for things naff programmes *don't* have in them:

- Computer games
- Cheap computers most people have
- Pokes and tips

Here are some ideas for things naff programmes *do* have in them (including some unlikely people who might be tenuously linked with such things)

- Wordprocessing – the Provost of Wakefield
- Databases – an archaeologist
- Accounting – a fruit farmer
- C.A.D. ēngineering companies
- Electronic Mail – chemists
- Shopping by computer – Prestel

Now! What might such a naff programme be called?
So We Bought a Computer . . .
When might it be on?
Mondays 6.30 pm. Channel 4
What does the press release for the programme say that has been said before of every new TV computer programmes ever made?
"Jargon such as 'baud-rate', 'CPUs', 'R.S232's' (sic) and 'interface' will be banned!'
What is the prime motivation behind such creaky programme ideas?
"A mission to explain"
Why do TV producers always come up with the same tedious ideas over and over again?
I don't know perhaps they all went to the same university





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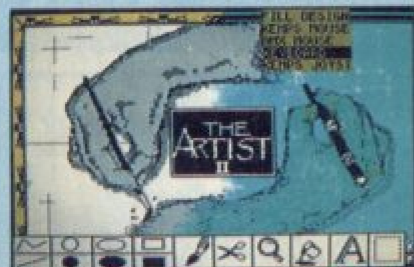
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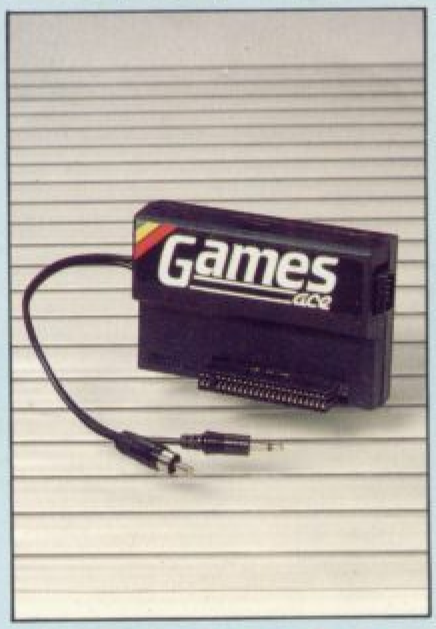
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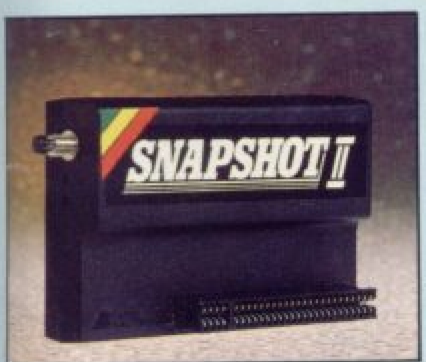
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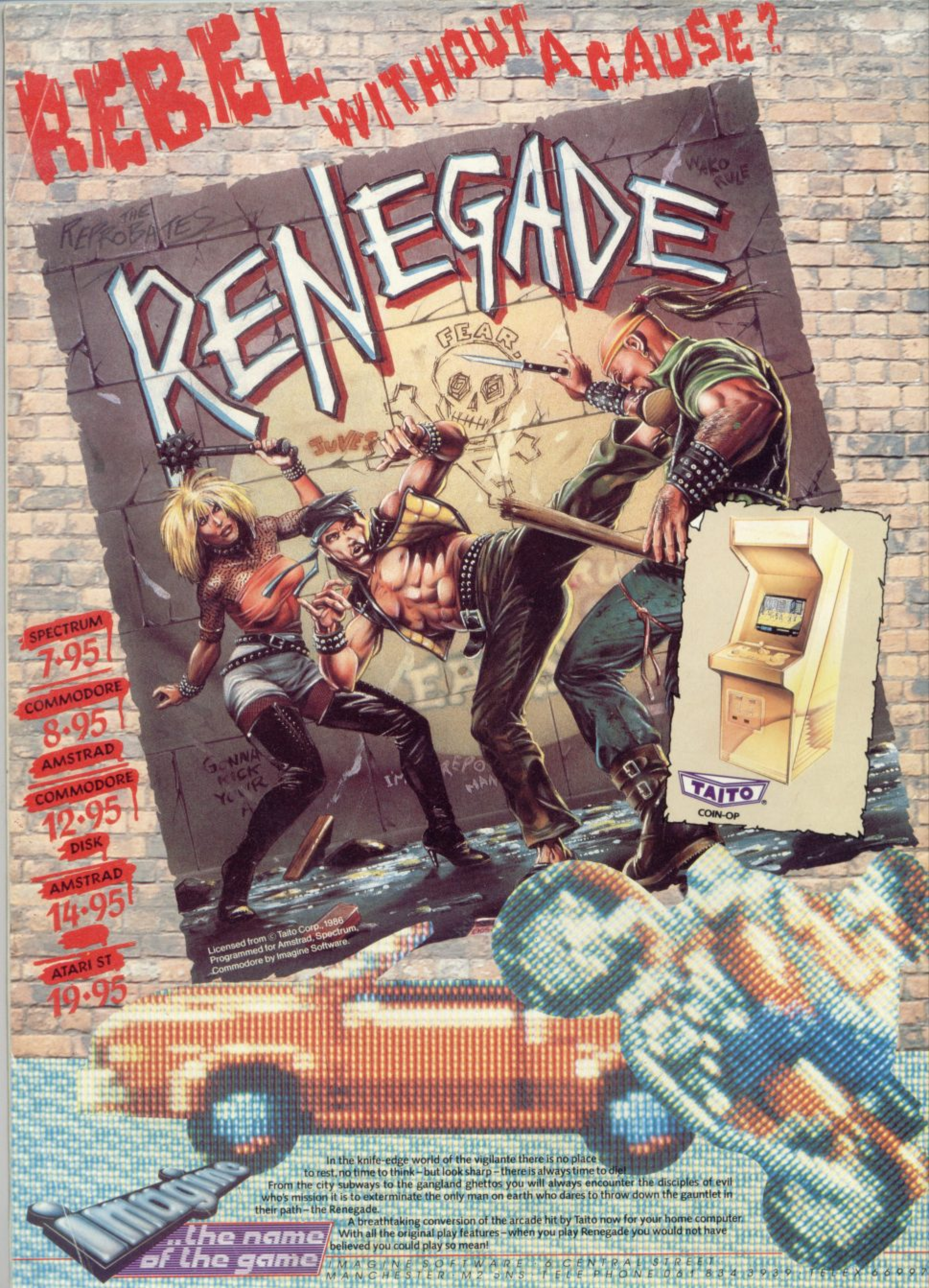
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